
Subject: Re: A mod idea

Posted by [Malgamus](#) on Fri, 14 Oct 2005 02:52:57 GMT

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Ok I guess I need to make my idea more specific. Its not a real life gang mod. Think of it more like old school beat em up gangs. You know with crazy people, mutants, robots, etc. I suggest looking at final fight, captain commando, and streets of rage for what Im getting at. Its not realism, its totally fictional. For example, Final fight set in metro city thats full of crime, the mayor a former brawler, his daughters bf and his friend go beat the crap out of the gangs in the city to rescue the mayors daughter. I in no way want a realistic gang game(plenty of em being made anyway, all GTA ripoffs) I want a mod with fictional characters.

My idea for the main character of the possible single player game is a cop who has been kicked off the force for brutality. He goes out finds these thugs and beats the crap out of them. Of course this doesn't go over to well with the chief. Anyway, after being kicked off the force he becomes a vigilante. He dishes out his own justice now fighting alone to take back the city from the shadow of crime that has covered it.

The mutliplayer would involve the various gangs in turf wars in different areas of the city. Weapons and vehicles spawn on the maps instead of being bought. Players can change characters with some sort of PT still though so everyone doesn't look the same.

Im not sure why you say the engine can't handle the ideas, its nothing that hasn't been done by anyone else from a technical view.
