
Subject: Re: SWMOD Updates
Posted by [Aircraftkiller](#) on Wed, 15 Mar 2006 02:43:13 GMT
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Quote:1. Learn a lot about game design, and have the complete experience of making a mod.

Game design requires being updated in the creation of artwork. You're still in the 2002 era, apparently. Unless this is intentional, you've failed there.

Quote:2. Pass time in a way that is artistic, challenging and enjoyable

Whatever works for you.

Quote:3. Assiduously work to complete a well-made project that is important to me

Well-made and "SWMOD" aren't synonymous.

Quote:4. Create a mod which is appealing to the public and which players can enjoy as much as I enjoy making it.

Which I see the public abandoning faster than the first Reborn release was.

Quote:5. Proliferate the fame of the original Star Wars trilogy

I hate Star Wars but that's another subject entirely.

Quote:6. Give something back to the community which has been good to me.

...Yeah, okay.

Quote:You'll also find that "Create flawlessly perfect artwork" is also not on this list. These were never my goals, and they are not particularly significant to any of my goals.

So since you've gone through and nitpicked people for hours at a time (Referring to the forklift here), you're not willing to improve yourself or your work after so stalwartly supporting the ongoing process of artistic improvement? You contradict yourself in ways I didn't think were possible. I'll be saving this post of yours any time you decide you'll nitpick anyone or anything in this community.

Quote:So here it is, as blunt as I can give it to you: I DON'T CARE WHAT YOU THINK!

Oh, but you certainly care enough to write a short essay about what I thought. Great work contradicting yourself again, champ.
