
Subject: Re: Command and Conquer Online?
Posted by [Anthrax](#) on Fri, 31 Mar 2006 21:58:17 GMT
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Hold your horses guys, you can't just rush into a project as big as this like that. It takes detailed planning; 3 months -at the most- of hard work on basic design documentation, research and organization. Patience is a virtue if you want this done right.

Believe me, I've learnt this the hard way many times in the past.

Now, I'm currently typing up the basic design documentation, and so far it's at 15 or so pages. When I've finished typing up, I'll show it to Titan and a few others so it can be built upon and improved until the point where it is a viable, solid base for basic development.

Concepts and Design need to be near 100% completed before the first model blocks are slapped together.

It may be a while, but games (both modifications and commercial) aren't just slapped together on a whim.

(Half Life 2's Pre Production Development took several years!)

This is the only way for the project to succeed...

You can't build a mansion with no foundation, can you?
Viva La Renegade!
