Subject: C&C FarCry
Posted by Dante on Sun, 11 Jun 2006 20:57:18 GMT
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This pits each team against eachother, with the objective being to destroy each other's bases. The beuty is that the team's respective bases are bound by typical C&C rules: blow up the mining facility, and it won't be able to make money. Destroy its vehicle factory, and it won't be able to produce vehicles. Do the same with base's power.

I think you get the idea.

Key Features:
You can easily create as many different character classes as you want, including the health, armor, weapons and ammo lists, Stamina chart, Movement table, and player model.

You can easily create as many vehicles you want.

You can specify which character class a player inherits when they spawn at any individual spawn point.

You can construct the PT menu for characters and vehicles from the SoldierFactory and VehicleFactory buildings.

You can place as many PT zones as you want anywhere. These act as encapsulated areas of space whose shape can be altered per PT zone. This means you can easily fit a PT zone anywhere you want on a map and make it look and feel appealing to that map.

You can place as many Gun Emplacements anywhere you want on the map that will obey building rules including powering down on base power loss and becoming inactive when the team's BaseDefense is destroyed. Freedom to enable/disable most of this logic is available per gun emplacement.

You can enable/disable anything including PT zones, spawners, and dynamic lights when a building is powered up, powered down, and/or destroyed.

You can place no or any amount of "MCT"s, called CriticalPoints, to any building. This means a building can have more than one MCT, no MCT, or more than one building can share the same MCT.

You can specify the Resource timer on the MineFacility per map.

More to Come!!!

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Moddb Page