Subject: MOBILE WEAPONS PLATFORM, Screens included
Posted by [REHT]Spirit on Thu, 15 May 2003 23:14:17 GMT

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Note: This topic has been edited so the first 11 replys or whatever might not read smoothly as they were posted before this edit. It's edited because the original post confused everyone and I don't want to make a new one because I don't want people claiming I'm "spamming".

Anyhow, here it is!

http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP01.jpg
http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP02.jpg
http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP03.jpg
http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP04.jpg
http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP05.jpg
http://www.theoriginalmrbob.com/~namehunter/SUR_Screens/MWP06.jpg
(thx for the help!)

It's a heavy armored vehicle, featured in SP (might lag out MP from the storys I hear).

Purpose: Mobile weapons deployment.

Weapons: Mounted automated rocket, turret, and/or minigun turrets.

Upgrades (things we're looking into): Vehicle production and/or AI control (can be controlled by players ATM).

Armor and HP: The chassis is heavy. As you can tell from the screens, the powerplants, vehicle storage, and the ramp, HP and armor are seperate from the chassis. Their armor is currently light, might be changed to medium.

This is currently the basic design. It may go through some visual changes so it looks better and to avoid some bugs (main prob right now is, if you try to turn, FPS drops like a rock).

If you are wondering: You can drive tanks onto it, and they will stay on it, like a player (you can walk all on that thing, it's like a building on tracks). Vehicles in the storage will be held by little things that you can blow up with your pistol to let the vehicle out. This is so the vehicles don't fall out when you try to move around.