Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 27 May 2003 06:42:18 GMT

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For the most part it's all back to where it was, and some new things have been done.

To prevent camping, and to add a little more to the gameplay of the map, the new version of the map is going to have objects representing each side's barracks, power plant, and refinery. You'll be able to attack and (with enough effort) destroy the objects, causing the same kind of losses as losing the actual structure (can't buy characters without a barracks, stuff costs twice as much without a power plant, no flow of cash without a refinery, and if you lose all, you lose that round). There won't be any quick-kill mct's, but 2-3 hotwires can still take out a structure if left unattended for long enough. Repairing will be quick enough to stay with the action, but not too quick to make things impossible. It'll be simmilar to normal cnc-mode attack/repair times.

At the moment, only the barracks models are done -- GDI's using the two tents in their camp, Nod's using two control panels in the main research room (the one with the large hologram). The refineries will be made to look like portable tiberium processing machines, and the power plants will be made to look like portable field generators.

The timed c4 on hotwires has been fixed, (for some reason either since hh1, or since early in hh2's work, they were missing their timed c4) . Both hotwires and techs now start with 3 proximity c4, but reloads still won't be free (600 for every pack of 3). I'm considering also raising the price of the hotwires and techs to 600 each.

The health/armor augmentations have been limited to just two boxes of tiberios (one in the cafeteria and one in the kitchen). This is to prevent excessive camping at either site which resulted in super-players who were difficult if not impossible to defeat.

By health/armor augmentations I mean the increases to the maximums -- not just refills for characters who aren't at full health/armor.

I'm pretty much at the point where I can start vis optimization (and then there's just testing and finishing the new power plant and refinery models).