Subject: Re: Renegade, taken to a new level
Posted by Titan1x77 on Mon, 11 Dec 2006 07:35:05 GMT
View Forum Message <> Reply to Message

I wasn't expecting this type of post. I was told that they wanted to make some promo pictures and didn't realize it would be posted without the majority of the team confirming it.

So let's just ignore the "teasers" and let me introduce the mod.

Sometime awhile ago I planned on taking Renegade to a new engine to use more advanced features, better net code, and to help increase the life of a great game.

I didn't want any hype or even a community for this project until we got into testing... After a team was peiced together over the last 6 or so months we worked from a set of private forums, I then realized we should put up a site and forums to gain attention of coders and other artists, when we lacked in a few areas.

The team consists of about 16 members, some active some not so much... When creating a mod I understand not everyone has the free time, so if anyone wanted to help out, then it was fine by me.

So this project isn't something meant to be hyped up...I'd like to post here to inform you guys and leave a link to the site once it's up...You'll be able to find out much more information on this mod at that time.

A brief explanation of the mod can be summed up with...

It's Renegade
Same Infantry,Vehicles,Buildings,Levels..etc.
Same hit point system, same scoring system.

Along with that mode (Classic) there will be a variant which will be more of a TD mod with anything left out of renegade plus more.

I also plan on adding new game modes that rely on "C&Cmode" where attacking bases while including other objectives enhance the Classic "c&cmode" ...plus quite a few other ideas on gameplay.

and Yes it's on the unreal 3 engine....and if all goes well, with any remaining members interested Im considering a 1st/3rd person mod of C&C3 on the unreal engine once we have finished Ren 2007