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Subject: Re: Another one of my (insane) scripting ideas  
Posted by [vloktboky](#) on Tue, 13 Feb 2007 01:15:31 GMT

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I suggest with your second idea that you consider implementing a timer queue into the idea. The "plane" will only "pick them up" at certain intervals and the player must wait at the airport to be picked up at the time. If they leave, they don't get picked up.

That would bring the player out of the game forcing them to decide "guard my base, take the field, or wait for the plane." It would also allow teammates to queue together and be teleported at the same time, leading to surge attacks. Also by nature two teams will have a hard time occupying the structure to gain its benefits.

You might want to also consider consolidating your list of choices for where you can teleport. I'd imagine such a structure would be out in the field, which begs the question why anyone would want to wait to take a <1 min trip. But being able to parachute into the back of an enemy's base has its appeals. Could also make taking the field that much more valuable and push players out of the comforts of their own base. And that is something that this game could benefit from.

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