
Subject: Re: Command & Crysis: The Dead Six
Posted by [KIRBY-098](#) on Fri, 17 Aug 2007 16:41:18 GMT
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z310 wrote on Tue, 14 August 2007 18:01mm I voted for number six. I think I have a soft spot for co-op campaign stuff. We'll see...

I'm actually kind of excited about that feature. It's one of the things in addition to mainline SP, and all the development tools for your own mods that vlok is working up, that seperates us from "Mod" and puts us into "Game" territory.

Most Dev teams will focus solely on the Multiplayer experience which can be a good thing for a quicker release. I don't know about you guys, but how many of you still play the one-off mods for source? I downloaded them and played them a little, but when the tech got old and players migrated, there was no replay value anymore.

If you can provide the things listed above and provide support (remember: Renevo is more than D6, we do continuing support for various programs as well) then you have replay value.

We already have a plan for additional levels and have even discussed doing another SP campaign once we release.

These are things we like as gamers. We know you do too. This is more than a mod to us. This is laying a foundation for raising the bar for Mod development through Renevo.