Subject: Re: Anyone remember me? I worked on Renegade and SS at Westwood...
Posted by KIRBY-098 on Wed, 09 Jul 2008 14:27:02 GMT

I downloaded it and played for a bit, but to be honest I found it a bit boring.

The bots need to be more aggressive in taking humans down, and I may have missed it, but there needs to be an upgrade system for heavier weapons.

I found it quite frustrating to go three miles, get to the base and ping away without any help and have the lasers shoot all the projectiles down. Also: If I hold the mouse left click down I want it to rapid fire. I don't want to keep clicking.

I'm sure there are probably all these things in-game but if you're going to design a game for easy pick and play you need to make it easy to understand and learn quickly. I don't want to reassign hotkeys, read readmes or do training.

I want to jump in and play well enough to make a difference and if I can get addicted I will learn the finer feautures later.

There are probably things I never even learned about Ren, but it doesn't matter because it's an intuitive interface.

On the positive side I like the terrain mapping as well as the lighting and coloring and the music was fairly good though limited.

All in all: It's a nice freeware distraction for 1/2 hour but I uninstalled it the same day.