Subject: Re: Hud with building bars
Posted by Starbuzz on Mon, 26 Jan 2009 00:53:38 GMT
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R315r4z0r wrote on Sun, 25 January 2009 12:59
I don't quite understand what you mean. What do you mean by "having another player?"

He means there is no need for anyone to be in base standing guard because with this advantage HUD, you can always fall back to defend when you see the mine counter decreasing AND or you can alert your mates about the decreasing mines. That's a big change to gameplay.

R315r4z0r wrote on Sun, 25 January 2009 12:59
In another thread I've also said that it isn't possible to watch the tiny mine counter in the corner of the screen while you are consciously playing the actual game. If mines go down, you will not notice it unless you are consciously watching and waiting for mines to go down. And if that is the case, you trade off your awareness and make yourself more vulnerable to enemies.

Would you rather:
-Play a game of Renegade for an hour?
-Watch a tiny number in the bottom corner of the screen for an hour?

Try as you like, can't do both. Therefore there is a trade off between the two. Not to mention there is the !C4 command which is available to all players already, thus meaning you are gaining no advantage over anyone.

It takes less than a fraction of a second to notice the tiny minecounter and your brain to process that information and alert your mates or do something yourself.

Say you are in an APC and you been shooting with the mounted machine gun, does it take you 5 minutes to realize that your ammo is at 17 and you need to reload by pressing "R"? Players will easily get used to the mine counter.

The mines are there to slow down the enemy and hence, to stop a building from getting infiltrated. If a player DOES sneak into a base and begins disarming the mines without the enemy team's knowledge, then that player fully deserves to blow the damn hell out of that building. The mine counter negates that player's skill and gives the advantage to the enemy team in making them instantly aware of the fact that their base is being infiltrated.

Say goodbye to a strong facet of Renegade's online gameplay!

Same goes for building health meters.