Subject: Re: Hud with building bars
Posted by saberhawk on Tue, 27 Jan 2009 17:17:35 GMT
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Goztow wrote on Tue, 27 January 2009 11:56Saberhawk wrote on Tue, 27 January 2009
17:24@reborn/Goztow: I'm 100% sure he didn't intend for the enemy team to be shown on that
display...
I was trying to make a point, please work with me!

That'd be counter-intuitive for me as I support building bars

One good compromise would be to make the building bars easier to use. And I mean far easier.
What I mean by this is that the building bars currently have a high IAC ("information access cost")
by being at the edges of the screen, so let's fix that deficiency. Let's add a vastly improved
building health/C4 information display somewhere where it's "cheap"; your primary field of view for
example. However, there's no room to display that info and still have the battlefield visible. But
that can be easily fixed; we'll just hide your health/radar/weapon/ammo displays to make room.
Get where I'm going with this? By making base info and your regular HUD mutually exclusive, you
give the opposite information a large IAC by forcing the player to switch HUD modes whenever
they want to use that information.