Subject: Re: Hud with building bars
Posted by R315r4z0r on Wed, 28 Jan 2009 17:16:35 GMT
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About the vehicle skin or character, whatever. In a moving game, that would be extremely noticeable. Even standing still, I'd be able to tell that speck wasn't supposed to be there. Just like your example of driving a car, you are able to notice those changes in the environment. But, since the game is moving, it would be even easier to notice the vehicle/character because that speck would disappear if the player went behind the cliff, indicating something was there, or it would come out from behind the cliff, obviously showing someone there.

About the HUD. Unlike your example when driving a car, the HUD isn't part of the general environment. The speedometer, RPM, fuel, ect in the console would be things like the popups for Ammo and health as well as the radar and score, the things that are easily noticed. However, the things we are talking about in this HUD (building bars & mine counter) are different than those and are different than things that change in the environment.

Noticing those specific changes in the HUD in comparison to noticing things when driving a car would be like being able to take note every time the digital clock on your radio changes, or taking note if the driver 3 cars behind you is male or female. Now, if you can drive a car and also take note every time your clock changes by 1 minute, then I remove my argument from this thread.

About the compromise: who cares if people manage to edit it? It's not a cheat to begin with. All I want, and I'm probably not just speaking for myself, is just the Y/N charts for structures if they are functioning or not. It looks cool, regardless if it is useful, and it goes with the current HUD. If someone else wants to edit it and turn it into health bars for the structure and use it against me, then I welcome them to do so.