Subject: Re: Design of a new, free renegade-like game
Posted by GEORGE ZIMMER on Mon, 09 Aug 2010 22:22:40 GMT
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A lot of you are dicks.

I say, go for it man- it'll be tough, but make sure you understand the core of Renegade's gameplay first before working on this.

To answer your questions:

Quote:What aspects of renegade do you find to be the most fun?
The whole idea that battles are more than just "herpa derpa runan and shootan". You have to actually think, coordinate, and strategize to win. Not to mention, it doesn't prioritize realism over fun. Which is awesome, and is how a video game should be.

Quote:What aspects must be present to preserve the renegade "experience"?
First of all, the C&C mode. This is imperative to keep- C&C mode MADE Renegade what it was. Yeah, Renegade would be a lot more fun if it had different modes packed with it, but C&C mode was the core gameplay and made it unique. If it was just DM, even with vehicles, it would NOT be interesting.

So, keep the bases, the idea that bases have a PURPOSE, and that to get rid of the enemy base you have to DESTROY it (none of this bullshit of just standing in their base to take it over)

Quote:What aspects could use improvement/additions/removal?

Infantry battles are really very simple in Renegade, and it's a little saddening. I'd love to see stuff like rolling, recoil, melee combat, sprinting, and etc.

I'd also love to see infantry classes be less of a "Same thing, but better and more expensive".

Lastly, MAKE SNIPERS ACTUALLY WORK LIKE SNIPERS. This irritated me the most about Renegade- snipers were just infantry with long range. They were hardly snipers.

If I think of anything more, I'll let you know. Best of luck to ya.

EDIT: I agree on the point of engineers, it's disappointing how little of a reward they get for supporting their team, but just giving them points and such can mess with the balance. Think of a way to make it worthwhile to be a support character- Team Fortress 2 did it really well with the medic.