
Subject: Re: Renegade 4.0 Test Event - Round #3
Posted by [jonwil](#) on Sat, 20 Aug 2011 10:30:40 GMT
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Once Jonwil's Lair is fixed to be the way I wanted it to be in the first place, it will be better.

The things I want done:

1. Fix first person for GDI (I for one use first person all the time)
 2. Remove the Nod buggy
 3. Reduce the # of weapons on the map (moving some of the more powerful weapons into the far parts of the HON, reduce the # of instances of each weapon and remove certain weapons (ramjets for one)
 4. To make up for the decreased # of weapons, have a generous amount of ammo spawners that provide only ammo and not weapons (I had ideas for how each of the different ammo powerups should look like)
 5. Implement drop weapons somehow so that when you kill someone, one or more of the weapons they have get dropped on the ground or maybe health/armor will drop instead.
 6. Add more health/armor powerups in easy to get to places to keep you alive.
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