as one of the few smart posters left (i.e. i don't consider final fantasy the greatest story ever told), i feel obligated to write the words.

the good:

- your project has that AAA look and even though some of it comes down to every UE3 game looking similar, not all of them look this good (check out that quake 3 looking turd american mcgee's chinese sweatshop workers came up with)

- you're moving away from copying a dated game in renegade. westwood got a lot of it right (a lot of it by chance imo), but there's much room for improvement gameplay-wise. when i tried ren x, it was renegade with nice graphics and worse balancing. nice to look at, but pointless.

- fighting for control of neutral buildings. i can't think of a better way to broaden the scope of renegade. renalert tried to make the maps bigger, but all this lead to was less battles and more baseraces. useful, but not overpowered neutral structures will channel the action on bigger maps. i'm not sure what capturing will do, but i guess the logical perks would be stuff like being able to buy vehicles there, more income, ammo refill or enabling superweapons. since it's a hybrid game, i think it's important to find a good balance between going for these structures and leaving them to the enemy in order to attack him through his back door.

the bad:

- moving away from enclosed, symmetrical maps. starcraft2 and team fortress 2 are all about that very concept. if you're looking to create a fps/rts hybrid, those two aren't only the most popular, but also the best ambassadors of their respective genres in terms of gameplay. i feel like you're making a huge mistake in trying to be battlefield.

- singleplayer. nobody cares about single player mods. occasionally you come a across a great, overlooked single player mod hardly anyone has heard of. that's the problem, so put all your effort in providing a great multiplayer experience. that's a very hard task in itself.

i don't know shit about making games, but i'm good at playing them.