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Subject: Re: Renegade-X Black Dawn

Posted by [Omar007](#) on Tue, 31 Jan 2012 21:14:43 GMT

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R315r4z0r wrote on Tue, 31 January 2012 08:06 Because they had to make assets for the game. With the UT3 release, they used a lot of game assets from UT3. Meaning things like cliffs, trees, rocks, as well as crates, barrels and other such props.

Obviously for a standalone game, they can't be stealing work from UT3. They needed to remake everything they borrowed from UT3. If they just did that, they would simply be building a library of assets.

It still contains UT content.

R315r4z0r wrote on Tue, 31 January 2012 08:06 So, they thought it would be beneficial for them as well as fans to create the single player Black Dawn. That way they could create the things they needed to create and at the same time give the fans something to do while they wait for the multiplayer version.

Making a SP game to then revamp it for MP is a bad approach. A lot of time and problems are prevented if it would've been made with MP in mind. I'm afraid that since this is a SP release, this is not the case. If it is, my apologies to the team but then explain why a SP release first?

R315r4z0r wrote on Tue, 31 January 2012 08:06 I'd also imagine the pressure the team went through to get BD out was also good for them and their drive to get work done.

Hmm I'm not sure on this. I mean the release date was given only 1 month in advance so basically they had all time to do everything slowly till this last month.

Unless they already had that date set for months internally.

Having said all of the above, I do appreciate all the work put into it and I enjoyed playing it. I had hoped the AI would actually do something though, especially since this is a SP release where there is nothing else.

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