
Subject: Re: Renegade-X Black Dawn

Posted by [Spyder](#) on Thu, 02 Feb 2012 22:12:52 GMT

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Aircraftkiller wrote on Wed, 01 February 2012 18:40: What I find shameful is the concerted bleating that comes out of their team when you criticize any part of it in an effort to help them improve. You'll get told "it's a free game, so we don't have to listen to you, work with you, etc". It's like, okay, you went through all this trouble to make a SP release for a MP game and now you're going to ignore legitimate concerns about the content that you released? Telling us that it's not a big deal because "MP is our focus" has to be one of the silliest things I've seen lately.

What I posted on CNCNZ.com:

Quote: Pray tell, what is the point of a buggy single player campaign? The team who built this doesn't have a lot of single-play design experience. Their experience so far has been in developing multiplayer release content. This is what Renegade X was always about up until recently, when this project is announced and released. What is the point of this? To show that they're doing something? Posting art update threads would solve this. Less "dev blogs" and more art updates would solve this. When they finish a model, put it up so it can be examined from different perspectives. ****, make a 3D PDF of it! Let people play with that ****er and see how it looks in real time. But really, this release was essentially without any justifiable reason for its existence.

They're quite capable of refining a MP release. I'm not sure why time wasn't spent on the multiplayer aspect, instead. Do what we endured for the Renegade beta in 2001: Make us play Field and Under constantly. Fine tune the dynamics, find out where the problems in gameplay are. It would have been better received and would have generated a lot of excitement. This buggy release is not generating a lot of good publicity, though we can argue about the merits of "good" and "bad" publicity... The point remains, their talents would have been better off in a multiplayer release. It was a good attempt, but it falls flat.

I'm not averse to changing my mind on IndieDB and rating it higher or lower depending on what they do. I'd love to see them go back and attempt to improve it. However, the attitude from their team seems to be inconsistent - some members publicly rebuke anyone who criticizes their work, while people like Fobby seem to half-heartedly encourage it. I want to see you guys succeed, but I also want to see you accept this: without your fans helping prod you along and give you feedback, you're designing this for nobody but yourselves.

I second that