
Subject: Re: Renegade-X Black Dawn

Posted by [PermaGrin](#) on Tue, 07 Feb 2012 18:49:32 GMT

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Why do you ask WHY when I just stated as a test platform per-say.

As to why for the "test" that I can not comment on. I only helped in animations and this choice was made before I joined them. I am going to say it is because, while many might think time was wasted on the SP, many things were learned and changed because of it that will be applied to MP.

Why not just do MP? There are more things to revamp and redo for an MP release than for the SP. More characters, more weapons, more buildings, interiors, more maps, more effects, more sounds, more vehicles, more more more. Many things that were done for the SP (cant really comment on code) from the art side, can easily now be used and reused in MP.

Allow me to take animations as an example. Over 50 animations were created per weapon. Some were reused and edited. SP only contained 5 weapons states....250 animations. Now lets to MP with nearly all weapons...never mind the new states we want to add. Now lets take into account those 250 were made and based on the Havoc model. It will probably be rare, but I might need to revamp some sets for alternate character models. This example does not take into account extra idle animations, filler animation, extra travel animations (ladders, etc...) Now with all that, lets do some math. If our research / testing time for the rig and setup + all the animation time took as long as it did, then if we applied all this to the MP release....we would all still be waiting to see anything and most of all, the team would still be waiting to learn whatever it did.

As far as you not believing the timeline statement. I can careless who believes what. I know what was stated on the internal forums, I seen the multiple emails back and forth. If you know better, then why ask for the answers...