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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Thu, 02 Aug 2012 21:47:21 GMT  
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Aircraftkiller wrote on Thu, 02 August 2012 14:25I'm not making excuses

i'm trying to explain the situation.

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That's an excuse. You're telling me you're unable to do it because of your current team makeup. Your first step to fixing the derailment of your project would be to admit that you're going about this process the wrong way. There are a number of missteps you're making, including the continued excuses as to why it isn't getting done. Nobody wants to know why it isn't getting completed. They want to see results, otherwise your programmers wouldn't have quit and the public interest wouldn't continue waning.

I started working on games in 2002 when I began modding this engine. I made most of my first environment in Renegade without knowing how to rotate my viewport in Max. I got ripped on, made fun of, and occasionally got good criticism that I used to get better. In almost every insult, there's some hidden gem of information you can use to get better, even if it's generic - "your shit sucks = get better" "that looks like ass = improve the visuals", etc. If you just let yourself be offended by Words On A Screen and ignore the content and motivation behind them, you'll never really get very far. You'll give up, frustrated and butthurt over a lack of progress and the fact that nobody gives a shit about your work.

Apparently you've already identified your problem: You're trying to lead a game/mod without any clue on what to do. Might I suggest that you read into what a "lead producer" does? Here's a hint: They do more than be "ideas guys" who depend on everyone else to get the work done for them. If you want an example, look at APB. It's stagnating because the leadership is comprised of "ideas guys" and nobody who can actually get the work done. You have a team of people who think of things to add, but no artists to add it in a timely manner.

Do you notice the correlation between the year of sparse updates you've made and their year of sparse updates? You both lack artists.

Oh there's no problem with the team, they know exactly what they're doing, in fact I pm'd you something you might be interested in. As for what you're saying, I understand that I personally have a lot of things i need to do to help this project, but the modelers we have right now, they're doing great, and our texture artist is working on the finished models as we speak, and our concept artist is working on the characters. So, although it may take a while with such a small team, im confident we can get some things done.

EDIT: That's not to say im content with being an ideas man, but I have a lot to learn before i can really contribute something good.

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