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Subject: Re: Apocalypse Rising released?

Posted by [Zion](#) on Tue, 21 Aug 2012 06:57:07 GMT

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Aircraftkiller wrote on Sat, 18 August 2012 17:47I'm still not sure why you people insist on calling AR, APB, and Reborn a game. They're total conversion mods using Renegade's engine. They aren't games in and of themselves without Renegade. They still use Renegade code, Renegade sounds, Renegade assets, etc. They're all Renegade mods.

If they switch to another engine (Unity, Unreal, Crysis) that supports independent game development, then they're a "game dev team".

Chipping in to an old topic that's full of drama and stuffz, but...

By definition, a 'game' is an environment or task which has a set or series of set objectives or goals.

Apocalypse Rising, A Path Beyond, and Reborn follow these similar rules. They contain a series of maps in which the objective is to destroy the enemy base while protecting your own.

The map you created, (Glacier Flaying) can technically be considered a game, since it has the objective to destroy the enemy base while protecting your own. It cannot however be considered stand alone, since it requires executables and code which require a valid working installation of the base game to play.

Granted that in today's popular terminology, a game can be considered an independent project developed by paid professionals based off an idea. Most of the time, this idea is not original, (CoD series, for example), but some of them are, or enhance other ideas dramatically.

Just because people develop projects in their spare time (Mojang, Relogic, <insert indie development team here>) does not make their project get declassified as a game. If the project has a set of objectives, it is a game.

Using the Unreal, Unity, Cryengine argument is not really valid, and saying that the games using those engines don't use the engine's executable is just incorrect. Granted they may be open source, or require licenses to use, it still uses proprietary code developed by the engine creators in order for individual teams to run their content. If it didn't use the code available to the engine, it couldn't use the engine.

In either case, ApocRising, APB, and Reborn can be considered their own games, because they utilise a graphics, physics, and data engine to display the materials and resources that they developed individually. They are not allowed to sell their finished products without using their own open source or licensed engine or without written expressed permission from the current engine owner. They are however considered stand alone, due to not requiring any prerequisite content based around the engine or game that uses the engine. Content previously used for the purchasable game that provides the engine their game is based on comes with the installers for the three games (The exact same can be said for Unity, Unreal, etc. I can imagine the other games developed on those use sound/anim/texture/model assets from the games they were

developed from).