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Subject: Re: Red Alert: FPS

Posted by [reborn](#) on Sat, 05 Oct 2013 06:51:12 GMT

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Mad Ivan wrote on Fri, 04 October 2013 18:05robbyke wrote on Fri, 04 October 2013 11:05

however renegade is near dead, and noone around here has even considered to even take whole renegade to a new engine, upgrade scripts and make it equally modable as renegade is now.

I believe that most of these oh so good guys could create a "new" renegade, which tbh really doesnt have to be based on any rts game if you guys have some imagination.

as an extra all the fun things people can do will still be possible in which i think mods, mapping etc [...]

If you are suggesting building a modern engine, which is backwards-compatible with Renegade's assets and scripts, I would recommend trying that out for yourself first (no offence meant) and reflecting on the process about a month in. Impossible - no; but very very long (and possibly very frustrating) - yes. It doesn't matter how "good" someone is. Fact is that the good people have a job in that area, which pays their bills. Doing something like the above will do nothing, but broaden their portfolio, which is nice if you are stuck with a shitty job (or jobless, to which I'll come back in a minute) and out of education, but doesn't do much otherwise (this applies especially to designers and artists, IMO).

Quote:

the main reason i stil code for renegade is because i dont know a game in which i would find it fun to create something because most game are way to limited in their gameplay

I find the argument that UDK is limited in the different types of gameplay mechanics that you can implement to be very naive. The same goes for Unity. My educated guess is that CryEngine isn't far behind either.

A common argument among people is that there aren't enough resources out there for people to learn from, which isn't true.

Another argument is that it's too hard or complicated, because of all the features. A modernized re-make of the Renegade engine would be complicated as well. Graphics pipelines aren't what they used to be as we've moved away from the fixed pipeline (which vanilla W3D is) and are focusing on a programmable pipeline (shaders, which Saberhawk nicely chiselled into the engine). We have post-processing, different lighting models (to name a couple) and I don't even want to start on the physics. With so much "freedom" there is no way it won't get complicated.

If learning a new programming language (UnrealScript) is too much, scripts.dll coders should be familiar with C++, which would make their transition into C# smooth (for Unity).

Now, not having a job isn't actually such a bad thing, if you want to do game development (in one form or another) and find it fun. It's a great opportunity to do something cool and pave your way

into a career. With that being said, I fail to see how using an outdated, limited, practically ancient game engine to redo something that's already been done ages ago (using the same engine) is doing anyone any good. The argument here is that the gameplay is going to be different, but how different can it be, provided that the Renegade "package" is mostly good for making Renegade-like games (aka "way to limited in their gameplay")? Is it worth the effort?

I skimmed over a few comments about CS' success. I would remind you that CS was a mod for a state-of-the-art blockbuster game (of it's time), which already had established a strong, vibrant online community before the mod was released. Another argument is that CS is \*extremely\* easy to pick up and play. "Pick up gun and shoot" is a pretty detailed description of the gameplay, IMO. Not to forget that the setting of the game is such, that your average Joe could relate to (the buzzword is "immersion" here).

Since I realize, that I might sound a bit aggressive, the point of this post isn't to bring you down. Not at all! I think that what you are doing is in it's essence cool, but kind of pointless. Why not do something fresh and modern instead?

Red Alert has never been my cup of tea, but it's ok. Why not have a dark, gritty (heck I can imagine it with gore, even) take on it in UDK, instead of doing something that mostly it's developers will play?

You're so right. You have some really good, well explained points that really hit home. You also have some good ideas, too. Nice post!

The only thing is, Zunnie and company are doing this because they find exactly what they are doing fun and enjoyable. They're not doing it for the reasons you mention, and have little aspiration to do so. I'd wager that they're mainly doing this for themselves, and would like some players to join them, but the real goal is to make it, rather than have it received favourably by a large audience, learn marketable skills or improve portfolio's and CV's.

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