Subject: Re: RenegadeX
Posted by Aircraftkiller on Sat, 18 Jan 2014 18:11:07 GMT

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Agent wrote on Sat, 18 January 2014 03:37Aircraftkiller wrote on Fri, 17 January 2014 19:57yet another generic FPS with C&C elements tacked
This differs from Renegade how exactly? I'd love some elaboration on that. Seriously, elaborate on that before responding to anything else I say.

Aircraftkiller wrote on Fri, 17 January 2014 22:35They don't get good feedback, they get "wow omfgr almost perfect" and whatnot...

The mod creators never get any real feedback and plod along going LOL IMDABEST until someone comes along and says otherwise, then they gang up and the echo chamber turns the derp up to potato.
Though I never really got involved with other C&C related projects too much, RenX has consistently gotten massive feedback from testers during every build, and generally discusses and adjusts the game accordingly.

Aircraftkiller wrote on Fri, 17 January 2014 22:35I'd like to see RenX succeed without going the generic FPS route, but they've already committed themselves to it and there's no going back at this point, so yay. We get another "game" that dies in a couple of weeks after people lament the awesome AAA graphics that coincidentally look exactly like every other FPS
Many of the major differences between RenX and other Renegade-related mods is that RenX actually adds legitimate gameplay mechanics that were never attempted with Renegade mods, and that RenX isn't restricting itself by treating Renegade (or another source) as a holy text of reference. Maps are reimagined. The core gameplay is kept. Mechanics are tweaked to compensate for new mechanics. The entire design process is oriented around producing something that as many people will enjoy as possible, not what 3 random devs happen to think is best at 5AM, not just the Renegade niche, and not just the new guys. If what most people seem to prefer is a "generic FPS" which is visually and mechanically richer than any Renegade mod ever tried to be, then players will choose to play RenegadeX, and leave Renegade to the dying niche it is. Seriously. Tell me how RenegadeX is any more "generic" than Renegade.

You're got a talent for writing a lot but saying very little. Let's break down your post:

"legitimate gameplay" "isn't restricting itself by treating Renegade as a holy text of reference" "Maps are reimagined"

Just name it Call of Duty: Renegade already. I already explained how RenX is generic. Read my posts. I'm not writing them again.