Posted by IRON FART on Wed, 21 Jan 2004 04:14:53 GMT
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I got a good game-mode. This is present in UT2003:

Forgot what it was called but oh well.

On a map there are 2 special zones. They begin neutral. One team has to activate (walking into it) both zones to score a point. Once a player has activated a zone, (say GDI activated it) It will turn a yellow-gold color. That player will have to defend the spot until someone from Nod walks into it and claims it for Nod. or someone else from GDI claims the other Zone also for GDI and GDI scores a point.

Some teamwork is required to play. Simple idea really.

OT: How are you making the scripts? And how would you go about scripting a game mode for example. I understand scripting cinematics or flybys easy enough, but not something interactive and consistent through the game.