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Subject: pooling resorces

Posted by [SomeRhino](#) on Thu, 29 Jan 2004 04:52:32 GMT

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In my opinion, I think that doing a map with other people would be counter-productive. You would only be able to work on it when the other folks weren't. You would most likely disagree on a variety of things. Levels are one of, if not the most artistic peice of mod development. People have different ideas on how things should look, and prefer certain aspects over other ones. For example, I tend to prefer clear night and sunset settings for my maps, while Aircraftkiller seems to delight in cloudy/foggy and midday settings (correct me if I'm wrong, ACK, but that's what I've determined from the maps you've made.) Aircraftkiller and I probably would not be able to agree on a setting if we did this sort of "group map" thing.

Also, there is a level of motivation that comes with doing your own work. When others are taking part in the same work, you can shrug poor map qualities onto the other members. It's sort of the same reason why central planning doesn't work, I suppose.

That's what I think, at least. They might be personal problems with me though, because I have never been able to work well with large or even small developement teams.

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