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Subject: For fans of Ground Control.....

Posted by [gibberish](#) on Thu, 24 Jun 2004 01:53:53 GMT

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j4S[p]]'m confused. This looks like a FPS game, yet it's a RTS?

FPS = First Person Shooter.

Since you are looking down on the units that's Third Person.

But seriously, similiar stuff has been done before, look at Warcraft 3.

On a couple of game development sites I read I have seen discussions where some people think that the days of 2D games are numbered.

Their opinion was that although games may continue to be played in 2D (from a top down view point) the actual rendering (graphics) will all be done in 3D.

Their logic was that since a lot of the Bob's and Sprites are acutally drawn in 3D packages before converting them to 2D you might as well just have the game draw the objects directly.

The only significant counter argument I can come up with is map levels.

In that it is really easy to build huge maps from tilesets. However sorting out a 3d maps with thier associated issues such as:

- Lighting
- Visibility Culling
- Waypoints for AI
- "Invisible Walls"

...

Will probably be a pain in the arse for some time.

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