Subject: C&C_AlKharid released.
Posted by Naamloos on Sun, 19 Dec 2004 20:22:42 GMT
View Forum Message <> Reply to Message

It's a DM with AI support, you may get some FPS lag at the start but this will go away after a few seconds.

The goal of GDI is to capture this terrorist training camp(Nod) in the desert, while Nod's goal is to defend it.

You win by getting most points before the normal time limit ends the game, this is easy for Nod if they still have their defences up, if not, GDI will have the biggest chance of winning... as the GDI AI "bots" will be everywhere in the town then.

Some pic's:
http://www.n00bstories.com/image.view.php?id=1279954562

http://www.n00bstories.com/image.view.php?id=1145983312

http://www.n00bstories.com/image.view.php?id=1207351322

http://www.n00bstories.com/image.view.php?id=1269192867

http://www.n00bstories.com/image.view.php?id=1216219233

Map:
http://www.dr-oblivion.com/C&C_AlKharid.zip

Thanks oblivion165 for hosting it.

---

Subject: C&C_AlKharid released.
Posted by xptek on Sun, 19 Dec 2004 20:24:24 GMT
View Forum Message <> Reply to Message

Looks like it took quite a bit of work.

Maybe you can look into alpha blending for future maps.

---

Subject: C&C_AlKharid released.
Posted by Naamloos on Sun, 19 Dec 2004 20:27:15 GMT
View Forum Message <> Reply to Message

You mean for backgrounds and stuff? Yea, i will.

---

Subject: C&C_AlKharid released.
Posted by icedog90 on Sun, 19 Dec 2004 21:06:11 GMT
View Forum Message <> Reply to Message

Alpha blending isn't a background.

---

Subject: C&C_AlKharid released.
Posted by Naamloos on Sun, 19 Dec 2004 22:43:22 GMT
View Forum Message <> Reply to Message

But it can be used for it. It doesn't mater, ill try new stuff every time.

Edit: nm, read post below.  :oops:

---

Subject: C&C_AlKharid released.
Posted by Jecht on Sun, 19 Dec 2004 23:16:19 GMT
View Forum Message <> Reply to Message

um, it looks kindof plain to me.

---

Subject: C&C_AlKharid released.
Posted by Kholdstare on Mon, 20 Dec 2004 02:39:35 GMT
View Forum Message <> Reply to Message

I wonder what Andrew Gower would have to say about your map.

---

Subject: C&C_AlKharid released.
Posted by sniper12345 on Mon, 20 Dec 2004 02:52:44 GMT
View Forum Message <> Reply to Message

=[DT=gbull=[L]=]um, it looks kindof plain to me.

I agree. I think a good way to make the walls and such appear less plain would be to hang some paintings and and decorations on them (such as a radio, if it's a military setting).

---

Subject: C&C_AlKharid released.
Posted by Naamloos on Mon, 20 Dec 2004 13:22:43 GMT
View Forum Message <> Reply to Message

Oh crap i was though you ment alpha test.  :oops:

---

If there is need to update the map (for balance stuff) ill also give the terrain textures and # of interior objects an "upgrade".

Quote:I wonder what Andrew Gower would have to say about your map.

What?

---

## Subject: C&C_AlKharid released.
Posted by flyingfox on Mon, 20 Dec 2004 18:40:09 GMT
View Forum Message <> Reply to Message

looks really empty, why would you want to capture it? just to steal the bunk beds and liquor? seems petty for a lot of deaths, as that's all both sides would be fighting over.

by the way i realise you're not english but look up the use of apostrophes sometime, it's annoying to read things like 'pic's' and 'family's' and the like.

---

## Subject: C&C_AlKharid released.
Posted by Naamloos on Mon, 20 Dec 2004 18:51:24 GMT
View Forum Message <> Reply to Message

Yea they are fighting for the books...

*points at school* not learning any good english there...

It will always be empty outside the "town", it's a desert. But like i sead above, ill update interiors if a new version is needed.

---

## Subject: C&C_AlKharid released.
Posted by Spice on Mon, 20 Dec 2004 20:15:19 GMT
View Forum Message <> Reply to Message

Andrew Gower is the creator of ruinscape , The game you made this after.

A few seconds of using his name with google gave me that information.

---

## Subject: C&C_AlKharid released.
Posted by Naamloos on Tue, 21 Dec 2004 13:34:47 GMT
View Forum Message <> Reply to Message

I ment it more like "what will he say?"

---

I only took the name of a location in that game, i don't see anything bad about that. I could rename it anytime.