Subject: Forest Of Death mod (Actual name TBA)
Posted by GEORGE ZIMMER on Fri, 23 Jun 2006 02:56:56 GMT
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Well, I'm makin a mod. Yep, another n00by making a map/mod... .

But, what my goal is, is to make a sort of mod like the sole surviver mod, but not within the boundries of C&C. What do I mean by this?

Well, you'd start off by picking a map (Duh), and then choosing a side, etc. You'd spawn in a PT/spawn room, where you can buy your character. No vehicles, however. Each character will have ups and downs, kind of like how a game like Star Wars Battlefront 2 or BF1942 would work... but not just 4 characters. Instead, it combines elements of different games, kinda makin this it's own game =p.

It'll start off, for testing purposes, with characters such as the black hand and so. But, depending on how much help I can get, I'll probobly switch the normal Renegade characters out with custom ones.

Anyway, you could choose your favorite... none really has a different cost (They're all free actually...), but they usually will have different weapons. Another goal of mine is to not have just the "Rocket launcher, auto gun, chaingun, etc" kinda thing. No, more of DIFFERENT types of "Auto guns", "Chainguns", "Rocket launcher", and even the every day "etc" =p. So while one auto gun would be rapid fire, the other wouldn't fire AS fast, but would do more damage per bullet. And while one chain gun is more of balenced, one could be better at infantry but not as good against armoured units, and another could be great against armoured units, but not so good against infantry. Get the idea?

The reason why it's called 'Forest of death' is because it's the map I'll first have for it... that's all. Again, the name of the mod will be announced when I find a good enough idea.

Here are the lists of varius things for the mod. Will be updated now and again (If the mod doesn't die within 5 days of it's announcment...).

---Supporters list--

The mod is new, duh!

------Mod team------

Cabal8616 (LE work, RenX work)

----What the mod is in need of----

Texture artist(s)

Textures (Decent ones atleast)

Modeler

Custom sounds

Someone who can MAKE/find sounds...

Skinner

Someone better at what I can do...

---Planned Maps---

A desert style map

An ice\snow style map

A forest style map (of course)

A wilderness style map (Should have some trees and dirt\grass combo textures, a few areas with quite a few trees aswell)

A cavern style map (Somewhat of a maze with many ways to go)

A lava cave style map. There is apperently an unusable terrain in LE called "Lava", perhaps one with many spaces to die in and fall in could be placed...?

A small city style map (A few enterable buildings, roofs to snipe from, etc)

An assult style map, where one team would defend a structure while the other attacks. There should be advantages to both.

Another assult style map, but different than the last. Also, attacking and defending teams are switched.

A space\spaceship style map.

(Note: Not all these maps neccisarilly have to make it into the mod. They are simply map ideas that I MAY put in)

(PS: I'll be making some if not most of the maps, but that's not to say someone else can't do it aswell)

---List of finished items---

Nothing, as of yet. Well, nothing big, at least. Aside from posting this.

---Thanks to---

Blazea58, for teaching me a ton of stuff in RenX... and yet I have so much more to learn

----

----------Current updates------------

6\23\06: Updated post some, put in a "list of finished items"

6\22\06: Posted this topic

That's all I got for now. If anyone can or is willing to help with this mod, please post here. Thanks in advance,

-Cabal8616

Subject: Re: Forest Of Death mod (Actual name TBA)
Posted by Major Mike on Fri, 23 Jun 2006 04:34:14 GMT
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Sounds interesting. I might be able to help with some maps.

Subject: Re: Forest Of Death mod (Actual name TBA)
Posted by GEORGE ZIMMER on Fri, 23 Jun 2006 16:52:09 GMT
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Alright, cool, since it seems at least ONE person is interested, I'll work on the mod some more and post more information. I wasn't going to go to a bunch of trouble if NO ONE was gonna help... remember to check the first post now and again for updates.

Subject: Re: Forest Of Death mod (Actual name TBA)
Posted by Fabian on Fri, 23 Jun 2006 18:27:50 GMT
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Cabal8616 wrote on Thu, 22 June 2006 22:56
---List of finished items---
Nothing, as of yet. Well, nothing big, at least. Aside from posting this.
-Cabal8616

Why aren't all the skilled modders flocking to help out with this seemingly guarenteed-to-last-more-than-a-week mod?

Subject: Re: Forest Of Death mod (Actual name TBA)
Posted by OWA on Fri, 23 Jun 2006 23:24:41 GMT
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I wonder why.... Hmmm....

Back to the point. Is this just turning renegade into a normal FPS? Not a vechicle based one?

Subject: Re: Forest Of Death mod (Actual name TBA)
Posted by GEORGE ZIMMER on Sat, 24 Jun 2006 00:50:44 GMT
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Pretty much, though there will be some vehicles that you can find around that will spawn. Is it possible to make a random vehicle spawner? That way it's not always "Buggy, buggy, buggy, another buggy, TANK! Wait, no, it's another buggy...".

Subject: Re: Forest Of Death mod (Actual name TBA)
Posted by JeepRubi on Sat, 24 Jun 2006 01:28:53 GMT
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Yes, when you chabge a spawner and look for the preset, you can add multiple ones, then it randomly spawns from there, if you make lots of buggys and one tank presets for a spawner, it will spawn mostly buggys and a tank once in awhile.

Subject: Re: Forest Of Death mod (Actual name TBA)
Posted by GEORGE ZIMMER on Sat, 24 Jun 2006 04:16:00 GMT
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That's what I thought, I just wanted to make sure it wasn't different between tanks and infantry.

Another question (Though I'm pretty sure it's a stupid one) Is it even possible to maybe make a script on a spawner so it can change your team? Or a teleport point? It'd be pretty cool to, it could open up ways to have multiple teams if set up properly...