
Subject: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Fri, 26 Aug 2011 09:16:28 GMT
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Just figured I'd share the progress of Rp2's newest map, it's only been in the works for 2 weeks now but it's already more fun than the other mutant assault map. This map will be available with Rp2's next standalone release.

Video of an internet round:
http://www.youtube.com/watch?v=EEbS5SuzkpM...nel_video_title

So now I present to you Forest MA (WIP):

Subject: Re: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Fri, 26 Aug 2011 09:17:50 GMT
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Subject: Re: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Fri, 26 Aug 2011 09:18:41 GMT
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Subject: Re: Rp2's New Mutant Assault Map
Posted by [Gen_Blacky](#) on Fri, 26 Aug 2011 14:30:44 GMT
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Looks like fun.

Subject: Re: Rp2's New Mutant Assault Map
Posted by [Intradox](#) on Sat, 27 Aug 2011 01:48:04 GMT
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That looks really fun!

Subject: Re: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Sat, 27 Aug 2011 02:55:56 GMT
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Thanks, it's a work in progress, just finished adding a bunch of settings so you can change what there general health/speed/ or spawn time is. As well as make them come in waves, or slowly increase in number till the end of the game.

Subject: Re: Rp2's New Mutant Assault Map
Posted by [Intradox](#) on Sat, 27 Aug 2011 03:03:28 GMT
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No problem! Sweet, that sound's pretty dang cool to me I was always a big fan of games/mods where you had to fight waves of zombies or mutants in your case

I've tried out the mutant assault that was released with Rp2, but I think it would be more fun if I were playing other people not just myself

Subject: Re: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Sat, 27 Aug 2011 04:31:58 GMT
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It is, plus a lot of updates were released that only went to the FDS after the public release was made that makes it not only more stable but more fun.

Only downside about this map is that it can only handle about 200 mutants, whereas the original could handle about 250 and still be playable.

DISCLAIMER: PLAYABLE IS CONSIDERED 12+ FPS. XD

Subject: Re: Rp2's New Mutant Assault Map
Posted by [iRANian](#) on Sun, 28 Aug 2011 01:34:38 GMT
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cool map bro

Subject: Re: Rp2's New Mutant Assault Map
Posted by [Xpert](#) on Mon, 29 Aug 2011 21:17:00 GMT
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It's a shame you didn't come out with this 7 years ago when a lot of people still played this game. This looks like a lot of fun.

Great stuff Jerad

Subject: Re: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Sun, 04 Sep 2011 22:35:59 GMT
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Xpert wrote on Mon, 29 August 2011 15:17 It's a shame you didn't come out with this 7 years ago when a lot of people still played this game. This looks like a lot of fun.

Great stuff Jerad
And thats why all the mods have to go standalone I guess lol.

Subject: Re: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Sun, 18 Sep 2011 01:13:04 GMT
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Progress update for Rp2's Mutant Assault

Additions:
*Added VIS to the level.

*Added friendly police helicopters which are armed with bolt action rifles to help you defend Control Points.

*Added 3 characters that you can buy before you spawn.

*Added visceroids to the spawnable mutants, they are slow but strong, and have a very short range attack. Don't allow them to get near your control points, as they capture them with 5x the normal speed. When killed they drop a mutagenic crystal that hurts humans and heals mutants (will be recolored blue later so you can tell them apart from the crystals that are scattered across the level).

Changes:

*Spawned mutant types now change as the game progresses, at the start it's just the basic but as the game continues more and more different varieties show up.

*You can now purchase some special characters before you spawn.

*You can now access your perks with the same style of system the phone uses before you spawn.

*Visceroids have been added, they are slow but strong, and have a very short range attack, when killed they drop a mutagenic crystal that hurts humans and heals mutants (will be recolored blue later so you can tell them apart from the crystals that are scattered across the level).

*Many more additions added to the config file for Mutant Assault, you can now make the mutants attack in waves, lock their health and speed for the entire game, change how long their spawn time is, change what death messages show up, and many other things as well.

*Several fixes have been made with the friendly ai, it had issues with not doing shit if it saw an enemy while driving a weaponless vehicle.

*Middle mouse now allows you to quickly switch to a grenade/Molotov, pressing it again switches you back to the weapon you had out when you originally pressed middle mouse.

*Made it so buying armor now makes a sound, as well as losing/capturing a cp.

*Increased the health of the flamethrowers flame tank, I realized that it was too weak when it died 10seconds into the round on my first test lol.

*Available Special Characters to purchase:

-Ninja: He has a katana, ninja stars, and a flak cannon for weapons.

-Militant: He has an ak47, timed c4, and a tactical nuke for weapons.

-Flame Thrower: Has a flamethrower and Molotov's for weapons.

Vid: <http://www.youtube.com/watch?v=xNMrTGKRr7U>