
Subject: Introducing Rp2 C&C Mode!

Posted by [Jerad2142](#) on Mon, 03 Oct 2011 00:56:34 GMT

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That is right people, we finally decided to add a C&C mode onto Roleplay2 (better name pending hopefully, I'm about tired of telling people "I work on Roleplay Too").

There are a few differences from your normal style of Command And Conquer, so let me walk you through Rp2's version.

Harvesting:

For starters, both teams still harvest to make money (well sort of); in Rp2's C&C mode, harvesting consists of NPC's driving off to "work" then returning home with their pay checks; through this process, everyone on your team makes money.

Both Teams' harvesters are Bugatti's (for the time being, one teams' harvester might eventually be a GT4 or something). These Bugatti's travel to a local job site where they sit and the imaginary drivers go to work, and then they return to their cars and drive home.

In the picture above you see the "harvesters" going to their parking spots, where they will sit while they collect their cash.

As you can see, they are now sitting at their spots in front of the Green Bottles Nightclub.

Now they are heading back to their homes to drop off their cash (yes, I was lame enough to make them drive on the correct sides of the road when they go to harvest/return to the refinery).

Your Teams Refineries are simple houses:

Note: The Bugatti's travel at about 50 Miles per Hour, so you will not be able to catch them on foot unless they are parked, however they are much weaker than the harvesters in Renegade.

Power Plants:

Well they aren't really power plants, but we're using gas stations, as long as you have a gas station your teams' vehicles are cheaper, the power aspect doesn't really come into play in any other ways for the time being.

Barracks:

Unlike in C&C Renegade, the teams don't really have a barracks, you can buy whatever character you want, but all they come with is the stock weapons, and the only real reason to do that in the first place is so you can look different from everyone else.

Therefore, in place of buying characters, you buy weapons at your teams Ammu-Nation; both teams have roughly 16 different weapons to choose from (number of weapons might change once it starts undergoing gameplay-balancing).

If your team loses its Ammo-Nation, you will be unable to buy any of the more specialized weapons!

Vehicle Factory:

Both teams have a Pay N Spray, which functions the same as a war factory, no special details to go into there.

Both teams have about six land vehicles apiece, and will have jets, helicopters, and navel units once I decide what units I need to give to which team to make it even.

Beta selected vehicles; vehicles may be swapped out etc. as I start to test it:

Subject: The Map (WIP)

Posted by [Jerad2142](#) on Mon, 03 Oct 2011 00:57:49 GMT

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The Map (WIP):

Now of course, the map has to be special as its Rp2's first C&C map, so I decided to add a bit of a twist to it:

Normally you have no reason to go on the grass, as the center of the map is plenty accessible, it's far quicker to take that short cut then go around on the grassy part (unless your Bugatti hunting or something).

However, that isn't always an option because the tides slowly change as a game proceeds:

Therefore, you must always be cautious when crossing the center of the map, as it can go from a short walk, to a rather long swim in a short amount of time:

C&C for Rp2, coming... god knows when (Ideally with the next release).

Edit:

Video of the surf coming in on the new map:

<http://www.youtube.com/watch?v=AwWef-Oi5lc>

Subject: Re: The Map (WIP)
Posted by [Intradox](#) on Mon, 03 Oct 2011 02:05:41 GMT
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That looks pretty fun to me

Subject: Re: The Map (WIP)
Posted by [Jerad2142](#) on Mon, 03 Oct 2011 07:40:37 GMT
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Video of the surf coming in on the new map:
<http://www.youtube.com/watch?v=AwWef-Oi5lc>

Subject: Re: The Map (WIP)
Posted by [Jerad2142](#) on Tue, 04 Oct 2011 18:54:42 GMT
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Updated the water so it doesn't look as tiled:

Also improved the water so its transparent for a certain depth before its opacity hits 0, that way it'll look less stupid as the tide comes in:

Just using the fire truck to demo how deep you can see into the water.
