Subject: Asteroids
Posted by Jerad2142 on Sun, 07 Apr 2013 19:35:56 GMT
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http://www.youtube.com/watch?v=XZPT1ZB8enM&feature=youtu.be

Tell me what you think of it so far, right now its been converted to run on ECW/Rp2, however it won't be hard to change it back to work on Renegade after we release ECW for 4.0 (It uses a mix, and because its on 3.4.4 everything has to be named from preexisting strings, once its on 4.0 it'll be using custom strings and won't look as dumb in the name department).

However, it only allows for 8 players so its probably a bad choice for normal server map rotations.

Subject: Re: Asteroids
Posted by NACHO-ARG on Mon, 08 Apr 2013 22:53:08 GMT
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i think it looks very cool, how exactly would it work? would it be in the normal map rotation? i think you mentioned not long ago that this thing would be available as an arcade game inside rp2 it self.

Subject: Re: Asteroids
Posted by Generalcamo on Tue, 09 Apr 2013 00:35:06 GMT
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It works as a normal map, yes.

What you simply do is spawn in a map. You then go to the arcade machines, poke them, and you spawn as a spaceship when you decide to start. You will then play until all of you die and lose your lives. Then the process can repeat.

I think it was decided against putting it in the main San Casina map. But it is currently working as a seperate map entirely. It is also utilizing new things in ECW that aren't possible/not recommended in Renegade.

Subject: Re: Asteroids
Posted by danpaul88 on Tue, 09 Apr 2013 07:59:12 GMT
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From the first 15 minutes or so that I watched the difficulty doesn't seem to increase much between each level and the smaller asteroids seem far too slow...

Also, real asteroids would rarely be spherical, or anything like spherical.... being bashed about in space doesn't generally produce nice smooth surfaces... especially after being exploded into smaller bits!

The "drones" and other non-standard additions seemed to make the gameplay *easier* the further into it you get and a few times I saw the flying saucers just disappear within a few seconds of arriving... they're not really a threat at all currently, easy to ignore it would seem.

Subject: Re: Asteroids
Posted by Jerad2142 on Fri, 12 Apr 2013 16:57:36 GMT
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I'll admit the first 10 levels are rather slow, but it benefits people with a bad connection to the server so they can acclimate to different lag conditions.

Asteroids are round because the collision detection is a sphere, didn't really feel like making use of Ren's collision system because bounding boxes are even further off as far as shape goes. So by making the spherical the player is able to know where they will die.

UFO's are worth more points and have a higher power up drop rate. Most players seem to end up chasing the UFOs around because they can be rather hard to hit, during which time they often get killed by them.

Drones do make it easier, but you only get partial points for kills drones make, so using them actually will hurt your score in general.

Difficulty was never really what the original asteroids was about in my opinion, it was about points and what level you could get to.

Subject: Re: Asteroids
Posted by Starbuzz on Sun, 14 Apr 2013 11:01:45 GMT
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This reminds me of Astro Fire that I used to play back in 1995. Music is amazing...

Subject: Re: Asteroids
Posted by N1warhead on Fri, 19 Apr 2013 12:06:57 GMT
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Looks really good, surprised W3d Engine can do something like that without source code released lol... Keep up the good work buddy.