Subject: The Dead 6 - Holiday Announcement
Posted by Dante on Fri, 16 Dec 2005 10:13:36 GMT

View Forum Message <> Reply to Message

Ok, first off, I would like to take a few minutes and first explain why The Dead 6 became so private for the last year or so.

During the first phases of the game, we noticed that we where taking community opinions into consideration way too often over our own vision of the game. I decided that once we figured out exactly what we wanted to do with the core components of the game, that I would once again make it public, and take into consideration from that point on.

During the last year, The Dead 6 has made huge progress on deciding the game that we want to be, while most of the time mods go in a haphazard direction, and think about how they are going to do things, we decided to focus on what we are going to do first, not as we went along.

Now, with that said, I would like to formally announce the next shocker.

The Dead 6 Will Be Available as a Total Conversion for FarCry

The reason for this change is really much easier to explain then why we switched to Source engine last year. The original plan when coming off of w3d engine was to develop this game on CryEngine, due to the lengthy period that it took to get the c++ code available to the community, we made a hasty decision to switch to Source instead (publicly). As some may know, in the last months, CryTek has released a very well put together c++ SDK including the game.dll source for FarCry. With the Lua Scripting Support, the subtraction of Steam from the equation, the ability to use a WYSIWYG editor (CryEngine Sandbox), as well as c++ code, the option was simple. We have waited a good couple of months before announcing this, simply for damage control, I had planned to release a demo at the same time as this announcement, with one of our team members moving to the other side of the country, myself working 12-16 hour crunch times at work, and other members of the team dealing with the holidays, I decided not to pressure anyone, and just all enjoy our holiday seasons with our friends and family. I still hope to get a demo out by this spring, but no guarantee's, this game is very complex.

Now, with this announcement, I will be releasing quite a bit of media onto the image browser (www.dead6.net Media) in WIP and in-game shots.   I will also be including the screenshots of the Ft. Mead training grounds, which was slated to be in the first release pass of the game as a training level, it will still be completed, but will be redone in CryEngine.

And finally, I have included a link at the bottom to the Staff WIKI, this is read only, and will allow members of the community to get in touch with the ideas that we are passing around to eachother and discussing in the background. Feel free to discuss these items in the general discussion forum on the Dead 6 board.

Thanks for all your support, 2006 will be a huge action packed year for The Dead 6!

Happy Holidays,
Tom "Dante" Anderson
Executive Producer, Lead Scripter
The Dead 6

The Dead 6: Wiki
The Dead 6: Media
The Dead 6: Forum