Subject: Re: is there an RPG mod..?
Posted by Oblivion165 on Mon, 15 May 2006 13:27:20 GMT
View Forum Message <> Reply to Message

Im not an RPG fan, but im a fan of ideas and possible features.

<Script Idea>

A script to read/write player stats. All stored on servers so it cant be locally hexedited.

A semi-massive map with typical RPG things to do, and weapon strengths are a direct result to the stats you earn.

Stats displayed on screen (Top Right) in text. Two races, no war between them. A third 100% AI race that the two other races are at war with.

A Quest script for giving sequenced events.

Wilderness for raising stats.

Creation scripts for making items. When certain things are equipped.

Items are a problem, but could be command line.
/Item Health25 kind thing.

Hell i think i just talked myself into this. However its a massive project and likely wont happen.

Im actually into this.