Subject: RenegadeRPG - Mod Idea

Posted by Oblivion165 on Fri, 19 May 2006 04:33:31 GMT

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To be honest ive never really liked RPG's. Ive only played FF7 and Runescape. (Yeah yeah, runescape)

Recently there was a post about an RPG mod on here and the only answer was RolePlay/RolePlay 2.

What i purpose is an actual RPG game.

As you can see from the photoshop, a text printout of your stats on the top-left. You might be wondering, how would this even work or be used?

Well the idea would be to make a host script on a daves arrow or similar that manages players on this special server.

When you kill, lets say a chicken, the chicken on death will send the manager script a message saying player <WolName> Experiance + 2.

From there the manager script will send a stand-alone server or the one the game is hosted on this information. Where it writes it to a log. So every time you login to RenRPG it will load your stats for you off the server, hence an actual RPG feel and meathod.

Now, with each level you will gain stats (Obviously) and those stats will be added into your weapon's damage.

Also things such as agility are possible, becuase it will increase your players running speed slighly with each upped level.

Mages, and warriors. Mages can have a slightly increased jumping height, that can later be greater. Warriors will have weapons like cross-bows or other things that could work on the renegade engine.

Different towns with different themed terrain. Grassy fields, snowy mountain tops, and dense woods. With each brining their own quest's.

Items may have to be command line, such as:
/Item 25Health

Trades:
/Trade Ob165ion 25health 25Gold

But with an auto complete, it should be no biggie.

Also each town will have a save area, so that each time you login, you will start back at the town you left the game in.

Maybe even the location you left in, depending on how the script would work.

So, input what you think.

File Attachments

1) Overhead.jpg, downloaded 1119 times

2) Stats.jpg, downloaded 1110 times

Level: 11
Experiance: 919 / 2000
Strength: 15
Defence: 14
Magic: 3
Agility: 1