Subject: pooling resorces
Posted by Infinint on Thu, 29 Jan 2004 04:16:10 GMT
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I think doing this is a great idea. Creating a community within a community with one specific goal, to make a map for renegade. Here are some of the advantages:

More people equals better ideas.
More people to test it and find bugs and give ideas to make it better.
The amount of time the map takes to be completed is lowered.

Just to name a few. Also there is very few disadvantages:

In the rare case, as recruiting would be selective, the team cant work together creating a piece of crap or nothing at all.

I for one, have already tried to do this but as my whole team (if you could call it that) was still in the n00bie stage of mapping and modeling so nothing happened. Now me and case 9 are interested in starting this idea up again. If you are interested please e-mail me and infinint@gamerz-console.com

Also I think that the community should instead be supportive and less negative toward other projects instead of the now "Mines better then yours" concept which always leads to a bad dead end.

EDIT: REPLY TO CPO64: I belive that we should give it a try, I for one do not understand whats so wroung about this idea that it has to be counterd so brutaly. In a shrinking community of a dieing game, its worth the try.