

Siege 2019

Updates weekly

Objects: Doors
Front, Siege
Breakable

Objects: Timer
Director

Credits not on kill,
but end of round.

or disconnect

Mod restart
from Scratch
Build entity
inside Map
Editor

Gameplay Changes
NOT prioritized

object is
prioritized

Not A.I,
Rather
Perf Increase

Map Stats
for logging

Player grade?

Start off
With one map?

I would say
have some built.

message, ...

Why not start
fresh with new
I.E enhance
layers, lighting

If player count,
population,
community is
problem then
write on client

Server Name?

Dynamic Playercount
balance?

Dynamic Territory
control balance?

Resume most
previous balance?

Focus: Live
Adjustment

Focus: Shapes



Circle

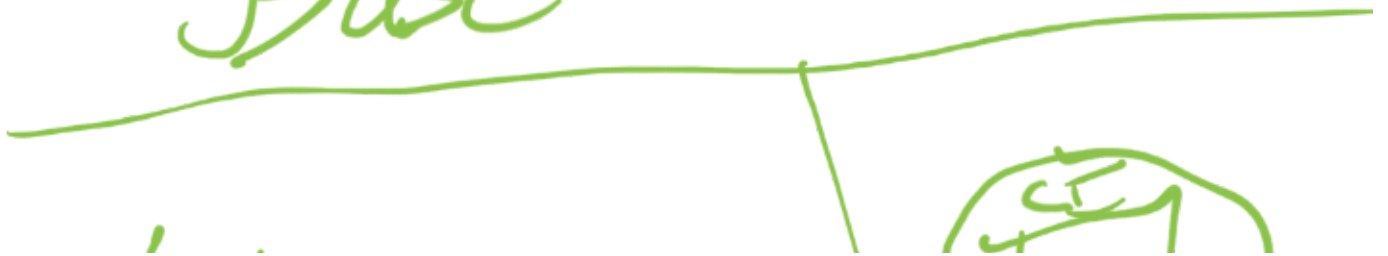


Square

Base



Base



List Map (sa)

Examples seq

CI

Super, Dome,



Square?



C?

Circle

C, Cerb, turnip, Bird

Bestof, Storm, 005

07, Chuck, Space cow,

Aholic, Reversed, Room

Fort, beemer, hero,

u u u

~ ~ ~ etc
Old habits
Include writing
in background of
gameplay and
pushing update
by mapchange.

Server Rules?
Server Admins?

~ ~ ~ ~ ~

Map Quality.

Layers for each
geometry by
each location and
texture

Start Mod
design from
Scratch

Ponder Circle, Square

Three Dimensional

Maze traverse + path

Server
Client
Shared

HOOKS
Shine

Have timer
not on
Shine?

New object

Examine previous
technical
writing writing

onupdate

~~Add~~TimedCallback

~ ~

Vars

Do I want
Payload
gameplay?

Bad water?

Marine Payload

Waypoints

Timer

Game end is fine,
however not matching
gameplay satisfaction

Anyways, STEGE
I've "done it all"

in terms of
having remixed
an old cover,

and discovering
the algorithm of
three dimensional
design!

My new
design intention
is to repeat the
process: to start
from scratch.

Doors, Timer, Map
Layout

Exchanges of

"time/perf" ratio
may be beneficial
for mid tier

Computer Specs
both Server, Client
Shared

Would linked nodes
exceed nested loops?

Would binary trees
or hashed indexes
be implemented?

I am intrigued

by gameplay
written by
the core concept
of Siege.

For example
the outro

Two Teams
attacking each other's
base

At the same
time

Compared with
Intro[0]

Standard 5 min
Setup

not an Evolved
Concept with
ability to change
rules

Proposed: "onReady"

New Setup:
→ ...

Faster Build
Faster Research

Based on
Loom ownership

Pros: More intuitive
Cons: Less Dynamic

Intor [1] = ^{Front} door open,
not siege
open 1st

Attacking
Team w/o Siege

on average oscillate
from territory

primarily based

on vanilla setup
w/o setup ==

Priority on
territory, swaying
one way.

Difficult to
push, and

Require sneaky
vulnerability,

sneaky distraction
away from

Frontline.

Static timer
is unfortunate
w/o

"Add"
"Remove"

↓
because gameEnd
with > mins

until siege for
premature gameEnd
is best on occasion
and not frequent

~ ~ ~ ~ ~

Otherwise bad
game design
is also the
dominance of
one team
over another.

Yes, they are
enemies. However,
a nice partnership
of "I'm winning"
and "I'm losing"

Climax by Siege

and not knowing
the winner until
game end.

Desired Proposal
can be as
unique as
LCA is
available to
be modified!

This note
is unordered
and ones

and you
off topic
and doesn't
make much
sense

But I am
not available
to sit on a
keyboard and
write any
of my desires
until this
weekend or
next week.

NEXT ~~version~~

If I could
then I would
do what I
wrote here

So until then!

P.S - Rock 'N' Roll

Approach is
required. Open Mic
Night

Last modified: 7:47 PM