

Posted by Sp00ky on 05-16-2003 05:24 PM: .

Ok mission has started, objective - capture east town has been shown in message.

The player does three basic things

1. Scouts around

It's always nice to find things when scouting; like empty vehicles, landing craft, MINES!! so think about this when making a mission interesting.

On 1 of my early builds of mission i had a shed with an arrow pointing in to it.

The player sends a unit there (curiosity killed the cat) and a dialog comes up;

We have intercepted an enemy radio transmission Sir. It reads;

> zPERstGgvrtski 6iNp7 OhKILploV zdvovTUs3 suUkkl RRyfOski <

Then his unit disappears in a puff of smoke!

I had many emails from people saying that they had fed loads of units into it and asking; What does it do???

I say "oh you mean the car-crusher!! it crushes your unit". Thats all, nothing else.

Little things can make a big difference. So when people scout your maps, give them something to find.

2. Starts shelling East town with 25pd's

Now this is expected, players (myself included) love artillery. In fact there's little better than shelling the guts out of a lovely town.

So a player spends several hours shelling the town to a state were not even a Rat in a tin helmet could have survived.

He then strolls in and takes the objective without a scratch, right.....WRONG!!

If you're happy with that then fine but i like the player to fight for the objective.

TRIGGERS

Active units in Group <B4> amount to <less than> <1>

AND

Value of cell C_10 is exactly <0>

This tells the game that the player has killed all patrolling troops without setting foot into the town.

Active units in Group <B3> amount to <less than> <1>

AND

Value of cell C_10 is exactly <0>

This tells the game that the player has leveled all houses without setting foot into the town.

Active units in Group <B2> amount to <less than> <1>

AND

Value of cell C_10 is exactly <0>

This tells the game that the player has leveled all bunkers without setting foot into the town.

And so on and so forth.

See my point??

So if C_10 is less than <1> i just re-populate the town with a scratch defence force. The player could effectively shell the place forever but with this;

TRIGGER

Value of Cell C_10 is <exactly> <0>

AND

There are <less than> 25 Units of player <enemy> in Location 10

ACTION

Send reinforcements of type <Tanks and troops> via flag D to Location <10> with delay 00:00:00

It will never become a ghost town.

Had the player as much as dangled his big toe in Loc10;

TRIGGER

There are <more> then <0> units of player <player> in location <10>

ACTION

Let Cell C_10 contain number <1>

Ok this goes without saying but im gonna say it anyway...Many players read thread and think ahha i send 1 unit into town, shell the crap out of it, then

waltz in and take objective with no problemo Amigo.

Well thats where your imagination comes in; personally i dont stop re-populating town until C10=<3>

Posted by Sp00ky on 05-16-2003 05:33 PM:

Reading back on my postings it is very easy to think that i (as a scripter) see the Player as an opponent.

This is because I do.

If i make a mission with the view that the player is trying to beat my mission, as apposed to making a mission to please the player.....i make better missions.

It works for me.

Posted by KGB on 05-16-2003 10:57 PM:

Sorry again spOOky for messing you about I am a bit brain dead when comes to out technical got the brains of the outfit to try and sort it out [the wife] hope it works this time .

cheers/KGB

AND I WORK ON THE RAILWAY

magpie

Posted by Kongo-Müller on 05-16-2003 11:59 PM:

One thing that makes Stalingrad pretty easy is the fact that only a few Russians are entering buildings. Don't know if it's a behaviour or scripted. I scout and occupy every building so I can see everything within the area of current action.

Then there's the advantage of the SDKFZ 251 in the SSNM. If I see only enemy inf. in a certain area I send one in and it kills 30 enemy troops without getting a scratch.

Playing in the multiplayer you know that your opponent will clear every building but the mapper has to take of this.

One thing about the SSNM:

Why didn't they change the parameters of the motorcycle?

It can't be destroyed by bullets. Only hand grenades or large calibre guns.

Another thing about Stalingrad. I saw Russian tanks and inf shooting at a spot on the ground next to a bunker. It happened to me too when I tried to get some Russians out of another bunker. It's like they're firing at the shadow of the bunker.

Even giving them orders to hold fire doesn't stop them I had to move the tanks out of the range of this spot. Is this a bu in SSNM? I haven't seen it in the regular game before....

Posted by Sp00ky on 05-17-2003 01:27 AM:

Q :One thing that makes Stalingrad pretty easy is the fact that only a few Russiansout of the range of this spot. Is this a bu in SSNM? I haven't seen it in the regular game before....

R : * Yeah that's not stalingrad tho thats the game. I have had this on a few maps and its really annoying. I tried to replace buildings where this happened. Anyway the scripter has no control over unit aim

Posted by Sp00ky on 05-17-2003 11:01 AM:

Stalingrad was a big learning curve for me as it was heaped with conflicts that occurred because I took for granted that players would play it the same style as me.

On hindsight i regret releasing it because now that i am armed with this experience and feedback, i could make a far far better Stalingrad mission.

Catch 22 tho if i hadn't released it then i wouldnt know what i know now. However it would have been better if I kept the map back and released the mission on a lesser map then I could have produce a much better Stalingrad.

Remember one thing though, it was only the second mission I have made (including non-released) so i have much less experience than a lot of people on this forum.

What it has provided me with is a firm understanding of mission making.

So my friend watch this space, they can only get better.

Posted by von erik on 05-17-2003 01:29 PM:

quote:

Originally posted by Kongo-Müller

Another thing about Stalingrad. I saw russian tanks and inf shooting at a spot Is this a bu in SSNM? I haven't seen it in the regular game before....

Could it be there's a trench there??

I noticed this in that "kursker bend" mission.. the enemy was shooting at a trench that was there.. since those were made from a unit, if i'm correct.. The enemy set out to destroy that unit.. apearently..

Posted by KGB on 05-17-2003 11:06 PM:

Do you think the game lends it self to creating a mission similar to [UFO enemy unknown ?] with limited units and then building there experience up with multi type mission goals and objectives or do you think the infantry are to weak to create this type of game. with small amount of replacements to replace lost units?
