




Renegade-X Observations and Suggestions Detail August 2020 Pre-Firestorm (~Q4)			  
Description		Complexity	Impact on UX
Atmosphere & Community Tutorial system Consider disabling the !noob command. at Renegade-X we build each other up (so leave !rec in place) Endgame-camera could perhaps slightly prioritize populated areas, giving the ending a more “social” feeling Rx_PRI (Ln. 715) ==> “You Have Been Banned From Mining <i>This Match</i> ” (let’s not scare our n00bs away) Relationships 101: stop strawmanning and start steelmanning (www.youtube.com/watch?v=H0VfPPzZoYw) April's fools update 2021... oh, idk: Hand of Not, radio command-order randomized literally every time you open it up etc.		Medium Admin Medium	High Medium Try-out Low High Refreshing
Engine & Performance Sound bug @ DugeHick kicks the ball Game-thread profiling: can we clone certain arrays/datastores through DllBind to do expensive processing on them? @ Agent ? If yes: how much faster would that be? (rumor: processing with C++ ought to be 5-20 times faster than UnrealScript calls) Game-t. parallelization: can we parallelize by doubling tick rate and alternating ENQUEUE => POLL through IPC? “TICK-TOCK” Artists: be advised that up to 60% of pre-GPU rendering performance is currently taken up by <u>translucency</u> Draw-calls Even though the Game-thread is currently our main bottleneck, the Draw-thread on the CPU will be the very next contender If you haven’t already, do take a peek at STAT SCENERENDERING combined with STAT UNIT and STAT FPS To find out how to best optimize your maps and assets for >50 fps		High Medium High Medium	High Unknown High Medium
HUD Commander interface touch-up Show Cast ability/Confirm command under the tooltip instead of mid-screen where it's hard to spot and also in one's FoV While commander: key ‘T’ opens a chat-inputbox that auto prefixes with /C when pressing Enter key ‘O’ does the same but then with /R key ‘P’ will repeat the last /R message (NOT /C messages) Show damage/kill messages while you're dead Show mapname on scoreboard Advertise the ESC -> Chat function somehow It's incredibly pretty, yet it took me > 3 years to discover (and only because Yosh pointed it out) Also, if we’re gonna do 64p games, add a username search-box Also, include /C and /R messages here (currently not visible there!) Show killer's weapon in kill log (graphically) Repair facility icon (what was the problem with this again?) Please do make the credits-counter stand out a little-little bit, in whatever way e.g. ever so slightly (5-10%) bigger font compared with the rest will tremendously help my brain to find it Character class and vehicle counts in map overlay: hide the name if there are zero		Medium Low High Low Low Medium	High Medium Medium Medium Medium Medium Medium Low
Other UI Antispam: chatboxes will ignore the ENTER button if it can’t be sent, so that you don’t have to retype Add a checkbox to Settings => Input : if checked, the 'ENTER' key becomes TEAMCHAT instead of USE This will also eliminate leaks to the other team because of accidentally pressing T instead of Y Chat in purchase terminal? "Are you sure you want to replace X with Y?" when buying a basic char while already having a more expensive paid char Except for engi/hotty for quick rep: those two classes will never cause this question to pop up		Medium Medium High Medium	High High Medium Low
Look & Feel I want to leave my vehicle at the side where I'm aiming at, because that's where I’ll be sprinting to Currently, my character consistently exits at the exact opposite side of which I’m aiming at I think this is so incredibly counterintuitive and illogical that many people will never embrace it I suggest we switch these up for a while and see how it feels; it may well be a wanted finishing touch Visual bug: powerups dropped on death frequently occlude the deceased’s camera almost completely Visual bug: repair-gun beam goes seemingly random when alternating fire modes and then entering-exiting vehicles Havoc “Yo” sound when receiving a directed (non-team) donation “Reloading” a fully loaded weapon should not be allowed Feels way more useful if I can just spam R without such a consequence Attempting to shoot should interrupt reloading IF there were still (or are now) a couple of bullets inside ... but naturally does come with a small (200-400ms?) handling delay before you can fire again Vehicle rollout: freeze vehicle when it meets its owner so that we don’t have to run after it ... but ofcourse don’t do this if it’s still in the destruction zone		Low Medium High Low Low Medium Medium	High High Medium Medium Medium Medium Low
Sounds Ambient sounds (e.g. burning, electrical) seem to be going through SFX audio; should be Ambient Radio chatter and spotting seems to be going through SFX audio; should be Dialogue Mastering: burning-building sounds should be reduced by 20% in comparison to other sounds Mastering: helicopter sounds are 10-15% too loud in volume in comparison to other sounds Mastering: increase glass-breaking sounds volume by 20-25% and also play them on character-Touch		?? ?? Low Low Medium	High Medium Medium Medium Low
Maps Arrival: players arrive by plane or by boat; the team first has to discover their base before they can spawn in it Land maps: at the start of the match, players paratroop out of an airship (all credits to Madkill and Mystic for this idea) Sea maps: at the start of the match, players will arrive by hoovercraft (... Islands, Cliffside etc.) Building on the above: this code/assets can then also be used to launch Tiberian Dawn style paratrooper attacks (5 soldiers) Mapvoting: replace non-X maps with X-maps when current playercount >= 40 and vice versa Map creation: Sandy Balls (www.youtube.com/watch?v=IEyKFkkcHAc)		Medium High Low Haha	High Medium Medium
Launcher Consider ignoring UDK-ini’s while still overwriting Default-ini’s when patching This may or may not retain user-settings such as mouse sensitivity and keybinds Only overwrite the UDK-ini’s when manually Verifying Game Integrity		Low	Low
Game logic & Realism Shots fired just before vehicle destruction, exiting, or character-death currently does not count damage (e.g. Arty, Mobius alt. fire) A way for people to realize their projectiles don't reach that far? (poor newbies already have it rough enough) Different vehicle build times with a visible queue + influenced by low power condition (+50%?) + captured/second WF tech building = -50% Stamina should recharge while in a vehicle Cheat: if you try to buy a character that you already possess, it will do a full Refill yet not trigger its countdown (C4 & EMP abuse) Crates should no longer give you a weapon that you already possess Also you may keep any items that were found in crates when changing character at PT Road rage should damage only health, not shield “Killed by <name>” on suicide when recently having taken damage: If this was intentional, then the time window is too long (= it becomes weird because the damage was so long ago) Tiberium damage-over-time keeps going on way too long after exiting the field, IMO Bomb in your head should still explode after entering a vehicle		High Medium High Low Low Low Low Low Medium Low Low	High Medium Medium Low Low Low Low Low Low Low Low
Miscellaneous When getting a glue-on-shoes crate you should be able to bunny-hop at normal speed Spotting enemy silo says: "Attack the refinery" instead of "Attack that structure" Spotting own silo says: "Defend the refinery" instead of "Defend that structure" Spotting already fully captured silo says: "Building needs repair" instead of "Defend that structure" When double-right-clicking after already ADS, ADS toggling breaks Strip plane still comes if you order right before building destruction ... but drops no vehicle which will then arrive by chopper.		Medium Low Low Low Medium Medium	Micro Micro Micro Micro Micro Micro