

Doomsday Engine - Feature #1172

Slower player movement (cvar)

2003-05-31 21:35 - skyjake

Status: Closed	Start date: 2003-05-31
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description Pros: + netgames will be more tolerant to lag + you can't run away so easily, making things harder (many feel that, after years and years of play, the game is too easy) + missiles actually have a chance to hit you (fireballs, anyone?) Cons: - it doesn't feel the same as the original: sluggish (although you'd soon get used to it) - some levels have tricks that depend on a certain speed (having a jumping ability might balance this) - in netgames, the server must set an equal max speed for everybody Labels: Gameplay	

History

#1 - 2003-06-02 21:25 - skyjake

Logged In: YES
user_id=717323

1.8.1 has client-specific player-move-speed.