Doomsday Engine - Feature #1228

Damage from nukage splats

2003-07-08 17:24 - skyjake

Status:	Closed	**Start date:**	2003-07-08
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

It would be interesting if the spilled nukage from exploding a barrel hurt the player when stepped on.

Apart from giving the player pause before blowing up a bunch of barrels, it could be fun in deathmatch, so long as every player was effected.

Barrels would then become doubley dangerous, both when and after exploding. Perhaps also dangerous to stand on top of (which people may do when jumping over them if they want to avoid a poisonous floor).

Be good if it also hurt monsters and forced them to try a different route around (be good for running away), but that would probably mean adding to the AI.

On a related note, how about a sector/texture tag that could be used to designate slime as harmful to monsters too? (This could be in XG, I haven't checked.)

120Days

Labels: Gameplay

History

#1 - 2003-07-09 02:56 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

this would be an idea for modders not for the engine or skyjake's graphics enhanced doom/heretic/hexen

#2 - 2003-07-09 03:27 - danij

Logged In: YES
user_id=849456
Originator: NO

Duplicate

#3 - 2006-08-02 04:10 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Also be neat if the the nukage that splashed out of the barrel after it exploded did some damage (ie:there would be an explosion AND flying slime). If it splashed out in a similiar way to the blood from monsters that would be great. Again, probably only good for TCs and future projects.

#4 - 2007-05-17 20:40 - papercut2

Logged In: YES
user_id=1566636

I believe this brings us back to the damaging particles topic.