

Probably One Of The Worst Ideas/Questions I Have Ever Posed: "Is There Any Community-Building Opportunity in The On-Line Game Zero AD?"

Post by "Joshua" of October 27, 2022 at 9:51 PM

Probably a non-starter in this particular game. I did actually play *0 A.D.* a few years ago, and recall it being unusually difficult for a Real Time Strategy game. The object in RTS games, *traditionally*, is to gather resources, build a base, field an army, and destroy the enemy. These games are usually designed in such a way that the average match lasts around an hour.

What you are proposing would be *very* unusual for a game like this, and would be more appropriate for something like a minecraft server or some other sandbox game. The kind of game where there are no real goals, and nothing one actually *must* do.