
Subject: So.. what's the plan?

Posted by [JayM](#) on Thu, 05 Feb 2015 14:39:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm about halfway through JAF and overall I am enjoying the game now, save for some minor nuisances. Since FC apparently won't (be able to) iron out the last issues in the next time, I was wondering if any plans by the modding community are in the works?

Or rather, if the modding community will be working on completing the missing / not well-executed core features? Did FC already provide you with the necessary tools and documentation?

Unfortunately I won't be able to help on the technical side of modding, but I would offer my services when it comes to story telling, (dialogue) writing etc. These are two essential skills I need to have for my job so I think I could offer some quality help, if needed. Also, I have been playing all JA game since Metavira plus various mods (except for BIA and JAO) and am thus familiar with the JA universe's style. And let's face it - the dialogues and the story telling are awful at the moment. I had also backed the kickstarter campaign with about 100 dollars but couldn't get involved in the alpha/beta phase due to events in my life last year.

I believe that the first step for modders would be to bring the game up to scratch and focus on getting the basics right before adding new content. E.g. we don't need more guns at the moment and while roofs would be generally a nice thing to have, JA1 & DG didn't have them either and we all enjoyed those games. And though the lack of doors seems a glaring omission I for one do not miss the tedious task of lock-picking, kicking in and prying open doors after you've liberated a sector.

I think the most important things that need to be addressed at the moment are:

- A proper start/stop timer in the strategic map screen (move several squads at the same time etc.)
- A statistics, income and contract management screen (and mercs not appearing instantly in your squad
 - when you hire them - they need to travel to San Hermanos)
- Better usability of the squad inventory (move items directly between mercs in the strategic map screen,
 - squad inventory jumping to first page when switching merc, order/organise/stack items etc.)
- An energy/weight system (no fun if an enemy is hit five times and still has 28 AP), mercs needing sleep
- Better dialogues/story telling/immersion
- Walk to the edge of the map and flee sector if under attack, and when defending mercs should start where
 - you positioned them beforehand (now the AI always puts you in the worst possible place)
- Clean up descriptions: All rifles seem to come with full attachments according to their description, yet
 - you can add scopes, laser lights etc (and btw, why would a laser light add 2 AP to the handling
 - of the gun? it's just the push of a button and losing 2 AP makes the attachment much less appealing to use)

Also important:

- Balancing: more universal, yet basic (and expensive?) shops in the beginning, income is generated too quickly and easily, more enemies defending vital sectors, weapons' wear & tear is too quick
- Tie militia training to intelligence, train groups of militia (not single individuals), fight with militia, move militia between sectors.
- Improve the UI design - it does look very cold and bland, and not very 80s at all

I probably forgot a few things but that would probably turn this post more into a wishlist anyway... ;)

Subject: Re: So.. what's the plan?

Posted by [Shanga](#) on Fri, 06 Feb 2015 12:20:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Getting the documentation from FC will be a long process, since most of the devs were either let go or moved to SH team. But Thomas Lund said he'll try his best.

Atm most of the above are out of our reach, especially without programming support from the devs, honestly. Balacing the weapons, shops, drops and adding more to the RPG element, that's do-able.

The attachments UI is misleading, but that's why I made my Better Descriptions mod. It shows exactly which attachment works for which weapon. The fact that they're weapon specific is cool, imho. And yes, once Lund sends us all the possible bonus/malus you can add to various items, everything needs to be rebalanced.

Subject: Re: So.. what's the plan?

Posted by [JayM](#) on Fri, 06 Feb 2015 14:59:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Shanga wrote on Fri, 06 February 2015 12:20

Atm most of the above are out of our reach, especially without programming support from the devs, honestly. Balacing the weapons, shops, drops and adding more to the RPG element, that's do-able.

That's a shame... I think without these very basic things addressed it isn't really worth to mod/expand the game

I'm using your better description mod - many thanks for that and the maps mods (though I think it should say in big letters on the strategic map what the city/sector names are, like in JA2)

Subject: Re: So.. what's the plan?

Posted by [Shanga](#) on Sat, 07 Feb 2015 11:44:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Adding names to the map is a bit tricky but do-able. Tricky because the overall map is divided in map squares the size of a sector so you basically need to assemble a few of those together, write text, then break them again. But not rocket science, will probably do that in the next version of the map mod.

As I said, while we can't touch the UI, there's plenty to do that we can mod.

Subject: Re: So.. what's the plan?

Posted by [JayM](#) on Sun, 08 Feb 2015 15:52:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I see - yeah that sounds a bit annoying with the map names.

Generally speaking, are you able to work on the AI? Atm its only setting seems to be "rush head over heels into frontal assaults". And that only kind of works because there is no energy system in place. If there was, the battles would be over in just a few turns. But at least its quite intense and thus enjoyable for the moment. I'm nearing the end of the campaign but I doubt I will have a second playthrough with the game in its current state.
