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ght now on, i am wondering how it was to work as an hl3 developer. if you were lucky or shit, of course. a few of the guys who worked on the lazar settlement, the first team to finish a level. Tortoise Way back when I was in college the first official stuff I did (with my own money) was to put together the first publically available version of HL2 in the Quake 2 engine. Back then, it was just a patch which allowed you to play the game and go into single player and cooperative campaign at the same time. There was a bug in the level pack that the author of the game didn't fix, so for a few days you could cause a crash and lose the game, but you could still start a new one. I think it might have been called a super hack. The game even had an installer on CD so you could install it. Very early on, my first significant contribution to the project was to fix that bug and create an installer. I think I even changed it to something more like HL1, since at that time I hadn't played an actual HL yet. But the work wasn't over. I was really proud of my Quake 2 version and I showed it to everyone I knew. Some of them liked it, some of them didn't, but I think I had created something fun and people could understand. I didn't care too much about whether anyone liked it or not, but I was always proud of what I had achieved. Other people also contributed to the project: - I think the guy who did the installer was named "John Victor" and he did more than one thing-. The guy who did a few maps was named "ziff" and he did mostly maps. His first thing I think was a map I named "Big Buck.". The guy who did some cool looking water effects was named "Rainwalker" and he did his stuff before ziff. I remember he used to draw stuff like rain, but more refined.- The guy who did the grunts and some other stuff was named "Fimpsk" and he also did a lot of water stuff that was really good looking, but maybe a bit hard to understand what you are supposed to do in the levels (all in a good way though). He had a really creative and funky sense of humor. I think there were a few others, but those were 82157476af

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