
Subject: Ok whats the deal with the AI

Posted by [Anonymous](#) on Fri, 08 Mar 2002 11:20:00 GMT

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quote:Originally posted by Leadmecca:Sort of like, stop points where they stop at areas and you go up to them and press "e" and they ask if its clear up ahead and you then have to press "y" or "n" which gives you time to maintain a secure perimeter?Ya.. that sounds like it would have been cool agree with ya Leadmecca and No_Pulse also, but whilst on the subject of AI, is it just me or are the enemies reeeaaaallllyyy stupid too?They seem to appear/get airlifted in etc and then either: (1) stand still and shoot at you (2) Run at you shooting .or. (3) Stand still look dazed!What ever happened to cunning and evasive AI? Why don't they work in groups or dodge and hide when injured? I have even seen an enemy shoot at me with a rocket launcher and end up hitting a guy in front of him!!!!!!Don't get me wrong, it's a great game and I am thoroughly enjoying it, but it just feels a little.....basic sometimes.And one last point.....what is it with the death affect? They flash and vanish!! YES..FLASH AND VANISH!! I'm not a fan of the command and conquer RTS games (gonna get in trouble for that one, I can see it coming now!!) and so don't know if they do this in those versions, but it seems a little bit silly!Must state though, the FMA between missions is GREAT! Love that mouth sinc!!
