Subject: History of Reborn Repeats Itself
Posted by Steppo on Fri, 01 Oct 2004 19:14:26 GMT
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So once again, like some dilapidated garter snake that doens't like it's own color, "Deezer Studios" sheds the skin of those who could make Reborn better through exposing design and coding flaws in the system.

People continue to persist that my little "History of Reborn's development" was all lies and flim-flam, and yet we see here that history does indeed repeat itself. In fact, we're just shy of the one year mark where "Deezer Studios" hosed its entire US beta team due to "Excessive negative comments".

Deezer, Renardin, whomever, if you have an issue with people "Leaking" images from your mod, due to the fact that you fear negative feedback, then maybe, oh I dunno, you shouldn't have added the feature in the first place!

I distinctly remember leaked images of poor character rigging for a good three or four months during beta testing, and then I remember the bug logs, and then I remember the disbanding of the entire US beta team.

So what's the game plan, here? Are you supposed to keep "Firing" beta testers until you get the ones who tell you that there is nothing wrong with Reborn? Perhaps get to the point where you could render in those default "Tea-kettle" models, call them mammoth tanks, and have your entire team give you the thumbs up... that is, when their thumbs aren't already so far up their asses that it nullifies the lack of gameplay with the inability to click a mouse properly?

Here's a little concept for you. Get people who can make models. Get people who can code. Get people who can run a goddamn mod. You seem to be banking on this wonderful trend of firing people who actually have a clue and inform you, point blank, that your mod is of fairly low quality.