
Subject: Breaking News Regarding RenAlert!
Posted by [IRON FART](#) on Tue, 08 Mar 2005 02:14:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Titan1x77Quite a few interesting posts actually came out of this thread.

Quote:I think that is why I like Renegade so much, it's not about the engine, or the graphics, or the sound, or even the effects, it's all about the gameplay.

...blah blah blah...

Gameplay is the "soul" of a game. You could have intense graphics, superior sounds, models and visuals, but at the end of the day, if the goal of the game is to stack up blocks, then it's not going to be any fun.

As of 2003 about 60% of all games were considered failures.
