Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Kanezor on Tue, 18 Apr 2006 17:51:24 GMT
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MaidenTy1 wrote on Tue, 18 April 2006 01:46Terminator 101 wrote on Sun, 16 April 2006 22:15I hate that:
- In Tiberian Sun, enemy AI units did more damage than your units
...only on Hard difficulty. That's kinda the point of Hard difficulty: it's, wait for it, harder.No. You'd think that after 30+ years, game developers would start writing better AIs instead of still needing to make the AI cheat in order to make it win.

Demolition man wrote on Tue, 18 April 2006 09:51Berkut wrote on Tue, 18 April 2006 02:13Demo guy wrote:I am not talking about zooming IN but zooming OUT. In 3d rts games you build like 4 buildings and the screen is full. I want to see a big part from my base like in 2d rts games.

Oh that? I increased the resolution to the maximum setting and was able to see a good deal of the base. Might slow down normal computers, though. It should be supported by the game. I don't like to "cheat" to get it higher. Since online it won't be allowed...

They care more about gfx then gameplay...
Welcome to the world of EA, where it doesn't matter how many bugs are in the game just as long as the game looks pretty.