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Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Nukelt15](#) on Tue, 27 Feb 2007 22:30:26 GMT

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My first impressions (the bad):

- Structures die way too easily, especially base defenses. A handful of basic-level tanks and infantry can wipe the floor with three or four defense towers before said towers can make as many as two or three kills combined.
- On the other side of the coin, structures build too quickly. Building a base feels like TS at speed 6.
- I do not like the way the game handles mission updates in SP. It does not merely focus the normal camera on a point of interest, it focuses in on it then bounces. It is possible to skip this bit, but it is annoying to me just because it is something getting between me and my game. On a similar note, is it really necessary to deselect everything the player has selected every fucking time the mission status updates? It interferes with the player's ability to play, and is not a good feature.
- A note on infantry selection: when you have a big crowd of infantry, it is stupidly annoying to pick out which soldier belongs to which squad, as they have a tendency to mingle with one another and each individual soldier does not have a health bar of his own. This problem could be solved either by pinning a little health bar/selection dot/something over the head of each individual squad member, or by having squad members not wander off from their squad leaders. It doesn't need to be that much of a pain to pick out who's who.
- The Ion Cannon seems stupidly powerful. This is a disturbing trend in the superweapons that EA puts into their RTS titles. The Ion Cannon in TD and TS was a precision weapon that could take out a key structure (A key structure) in preparation for a follow-up attack. It shouldn't be a nuke-beam that fries the entire core of a base on its own. Honestly, anything that can take out one, two, or three structures in one shot is powerful enough and then some, and anything which can cause more damage than that needs to be limited to a single shot ala the Nod nuke in TD.
- Units take a little too much personal initiative when enemy units come calling. So far I've had infantry squads run off to attack enemies that aren't even in my field of vision yet, which is a bit annoying. I don't mind them firing from where they are or moving when enemies get into firing range, but I'd like it better if they wouldn't actively try to get into firing range before I give them orders to do so.

First Impressions (the good):

- Good job on the cutscenes. It is nice to see Kane's face again, and I think Mike Ironside is a good pick for GDI brass. That reporter seemed a bit wooden, but that's forgivable IMHO.
- Vehicles handle nicely. The temporary hulks of dead vehicles are a nice touch, as one could conceivably stall a big formation of tanks by destroying its leading units and forcing the rest of the column to maneuver around or wait for the hulks to go away. That has some nice potential for

ambushes and defensive tactics.

- Unit balance (vs. units) in general seems about right. I didn't get a chance to test drive the Juggernaut, but the Medium and Mammoth tanks seem to balance out nicely with infantry (thankfully, infantry units aren't pushovers... unless you literally push them over). It is nice to see that groups of dissimilar units will move at the same speed when moved together; infantry and armor can be moved up without the tracks getting too far ahead of their squishy support.

Prolly more later...

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