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

Posted by [Crimson](#) on Fri, 02 Mar 2007 19:15:42 GMT

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EvilWhiteDragon wrote on Fri, 02 March 2007 06:54Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal. you said yourself that you never really played rts games... Maybe we would have been better off if someone who did play a lot of TD and TS etc. That way EA would have gotten proper comments on it..

Well you can say whatever you want as to whether or not I was qualified to attend the summit, but there were about 30 people there, many of them very experienced RTS players, and no one brought up walls as a big deal to my recollection. I'm pretty sure it was mentioned, and EA explained why they weren't in, and that was the end of it.

We have tried to convey the different experience and perspective of the game that we got from talking to several of the developers and seeing where they all work and talk about what they have done. When you see the number of people who contributed to this, the research and attention to detail they used, and see how all the small pieces come together, you're less likely to act like an idiot and go "Huuurrrrr no walls this game fucking SUCKS omg ea wtf srsly!"

Instead, how about NOT insulting people and go post on the C&C3 forums your opinion in a polite and mature way and perhaps they will listen and add walls in as part of a patch?

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