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Subject: Re: What do you HATE about video games?

Posted by [terminator 101](#) on Sat, 24 Mar 2007 14:34:18 GMT

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Great thread, I was going to make one like this (eventually).

1. I hate when a game does not follow logic by default (or common sense) and when it does, it gives you no hint. Example: In one of Renegade missions(the one after your plane gets shot down), you have to destroy two SAM sites very quickly after you get it as objective(or you will fail the objective and the Orca designed to destroy the huge turret will get shot down). The thing is, the game does not tell you that, and there are few enemy soldiers next to the SAMs that will delay you, and cause objective fail.
2. I hate that every time you play the game, enemies are always in the same places. So playing second time can get lot more boring. More random enemy placement would be much better
3. When it is not obvious enough what you can destroy and what you can't.
4. When objects that look very interactive are not interactive at all.
5. Every time you play the game, the maps always look same and have same layout(even on-line maps). I would like single and multiplayer maps to vary a bit. Example: Why is Hourglass always same boring map? Would it not be nice if the tunnel under the hill would sometimes change so that it would allow vehicles through?
6. When you are not rewarded with nice cutscreen with some good action and/or great music after you finish a level.

I have more gripes with games, but these are the major ones.

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