
Subject: Re: Confirmed: Wii's online will suck.
Posted by [Oblivion165](#) on Sat, 24 Mar 2007 23:50:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am probably the most involved person with the wii here and in my opinion this blows ass.

Nintendo really let me down with the DS and despite my multiple wifi games I have never play a single match with a friend because of this terrible system. It would be one thing if it was by user name, thats easy. Just add Oblivion165 to just about any service and its me.

It wouldn't bother me to add people by name for each game but these numbers are just terrible. I could tell anyone my handle in passing and they could remember it when they got back to their console at home but with these numbers I wouldn't wast paper and ink to write them down once let alone over and over for other people.

Simply make a messenger like interface, it could even be a channel called: "Gamespy" or a more generic nintendo channel like "Everybody plays games" (Sorry but i hate the voting channel)

From there you have a list of friends and next to their name is the game they have in the drive. Want to play? Sure! let me put in my Perfect Dark: Absolute Zero and the gamespy channel updates my known game and bingo, 2 vs 2 or create a game room for more players.

Safety? Security? Sure! Just enable the already existing parental controls to load a the channel in a safer enviroment of codes and terrible interfaces to make sure all the kids in the world dont want to play online wii games ever again.