
Subject: Re: One step closer to renegade 2?
Posted by [Ryu](#) on Fri, 21 Sep 2007 09:50:35 GMT
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Jecht wrote on Thu, 20 September 2007 16:58Meh, I want to see something new. No re-used gaming engines please.

I have to disagree.. Bioshock was full of shiny graphics.. Iv'e been told the gameplay is super easy on all settings..

Crysis, Has some great potential (The single player looks great) but has far too much shiny graphics.

UT3 is UT 2004 only with improved physics and SUPER graphics...

Notice what they all have in common? graphics.

Too much detail brakes a game imo, Half-Life 2 has nice graphics, Sure.. there out dated now, But the gameplay is what is great, Because they focused hard on the Maps, Gameplay, Story and Engine itself.. Not the graphics.

See my point? EA will try to make it "HD BITCHES" and it will suck, then we'll all call the game a shitload of shit and.. yeah.

Well.. I doubt it, But they will focus too hard on the graphics and it will look like the same as Crysis and any other game with nice graphics, And the single and Multiplayer would suck.

Unless they gave buildings death animations, And new units and kept the War Factory and Air Strip.. and possibly added a new faction to the game.. then I'll shut up and play.
