Zion Fox wrote on Thu, 13 March 2008 06:15

I have to point out and make you realize that some of the things developed, graphical wise, in the Wii games (heck, even GameCube games) weren't developed in the Renegade engine, so please refrain from lying.

If you need proof, just take a look at the vast ammount of detail on "StarFox Adventures" for the Gamecube. The detail on that, far surpasses anything Renegade will ever fish out (unless engine coders get the source).

I said detail level, not that it was running the Renegade engine. There's a big difference between perceived detail and actual capability. Since most every "wii" game is simplistic looking compared to anything out there for any other system, including PC, it's pretty easy to see how Renegade's lack of true detail is synonymous with the "wii" and its lack of graphics power. Believe it or not, some of us want to advance the capabilities of graphical power, not set it back every time a console comes out.

Quote:Wheras a game with the Wii, having a limit on the graphics is a good thing. Why? This means that game developers for the Wii are pretty much forced to have to make it have good gameplay.

No it doesn't. A game design team doesn't have programmers making graphics and the artists aren't programming, that's highly inefficient. If that's confusing to you, so is the concept ingrained in people's heads since the "wii" came out that a low powered system will suddenly revolutionize gaming because the developers can't concentrate on graphics. I got news for you kid: Lack of graphics makes developers stay away.

Unreal 3 isn't coming to the "wii" and coincidentally, it's what my college uses as its engine of choice for game design.

http://news.softpedia.com/news/No-UT3-for-the-Wii-46349.shtml

I'm looking forward to playing against PC users on my PS3, since an update to UT3 will enable PS3/PC fighting. On a "wii"? Haha, not happening.

Here's how the lineup really is for the consoles so the simplistic argument that the PS3 and Xbox are only graphical in nature:

PS3: Graphics, gameplay, loads of fun
Xbox: Graphics, gameplay, Halo 1, 2, 3, 4, 5, 6, 7, 8, 9, etc...
Wii: Pseudo gameplay, Mario, Zelda, Mario, Zelda, Metroid, etc...

If you want to waste your money on an inferior system, go for it. Within a couple of years, it'll be

obsolete and the two consoles I like will be up on top until Nintendo makes another underpowered console that they'll charge you, yet again, another $249.99 to play with. Enjoy having no multimedia playback, proper online gaming, or insane graphics to go with that oh-so-good gameplay, sucker.

Oh by the way: I'm not a "fanboy" by any means of the word. I just prefer systems that don't suck. If Nintendo pulls their head out of their ass and makes a real contender for gaming, watch me pick it up.