
Subject: Re: Tiberium will KICK A\$\$!

Posted by [Nukelt15](#) on Sun, 13 Jul 2008 04:07:24 GMT

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Having bots is one thing; that's come to be expected as much as any other common feature of shooters these days, to the point where a game that lacks bot support often suffers in reviews for the fact. Having control of bots in multiplayer, though? I can see about a zillion different problems with that, all of which begin and end with the typical characteristics of bots: uncannily good aim, poor or nonexistent pathfinding, poor tactical responses (taking cover behind explosive barrels), blocking the player in corners, horrid driving/piloting skills, and so forth. Unless EA nails the AI spot-on, that alone could spell death for a game like Tiberium- and I've yet to see any game where the AI even approaches that sort of perfection. The videos we've been shown so far don't exactly inspire much confidence in EA being able to correct that deficiency, either.
