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

Posted by [thrash300](#) on Thu, 17 Jul 2008 04:38:57 GMT

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pawkyfox wrote on Sun, 13 July 2008 04:55[NEFobby[GEN] wrote on Fri, 11 July 2008 14:47]Halo wasn't released in 2001, man. It was released late 2002 on Xbox, and I believe the Computer Edition came even later.

November 15, 2001...I checked everywhere. You are right about the computer version.

Nukelt15 wrote on Sat, 12 July 2008 23:07uncannily good aim,

I have played some games (as early as 1999) where the AI shoots at you and "trains" on you as it fires shots gradually. So the first 1-2 shots would miss but would come very close. Then the 3rd or 4th would hit depending on the player's defensive maneuvers.

Nukelt15 wrote on Sat, 12 July 2008 23:07poor or nonexistent pathfinding,

But that can most certainly be improved if the work is put into it.

Nukelt15 wrote on Sat, 12 July 2008 23:07poor tactical responses (taking cover behind explosive barrels), blocking the player in corners,

EA has already said, in regards to Tiberium, that the bot squad would find cover by hiding behind terrain, the walkers legs, and other natural obstacles.

Nukelt15 wrote on Sat, 12 July 2008 23:07horrid driving/piloting skills, and so forth.

I don't know about that tbh. But Orca squads will be available for air support...so I fully expect EA to get that AI cleaned up.

Nukelt15 wrote on Sat, 12 July 2008 23:07Unless 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.

A squad-based shooter practically revolves around AI. EA is not going to make a failure-game on purpose...that would be ridiculous. We have had other squad-based shooters before...the only one I have and played is Breed, made by Brat Designs (don't play it WITHOUT the later patch). I am believing it will be similar to that except, since EA is a giant, we can rest assured that the type of squad glitches that came with Breed won't come with Tiberium.

We may be in for some solid good stuff.

Nukelt15 wrote on Sat, 12 July 2008 23:07The videos we've been shown so far don't exactly inspire much confidence in EA being able to correct that deficiency, either.

We had 1 trailer and to my knowledge, 1 short gameplay video so far.

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All I am saying is don't dismiss the game already (lol)...be optimistic. We are all saying stuff based on the few things we know about MP...we have not even heard what else is going to be there. EA said that they need to change tactics when it comes to making FPS games after the likes of Halo...they would want people to love this game and play it online as Halo players do...I highly doubt Tiberium will be crap.

As for claims that it is not true C&C, well that is correct. Tiberium is a whole universe of it's own. Future FPS games from EA would carry names like Tiberium: XXXXXXXXXXXX XXXXXXXXXXXX

So, Tiberium is a brand like Command & Conquer. Also, I won't be surprised if Renegade players don't like where EA is taking C&C. EA already has a huge player base with C&C3...I personally call them the "Scrin generation"...I know many oldies don't like/ not comfortable with the Scrin (me included) but there are a million C&C3 players out there that like Scrin. Tiberium will attract them and Tiberium will attract any FPS fan and fanatic.

It won't hurt to give it a try. But if EA does not included Nod, then it would injustice to the oldies...I am hoping they do that with Tiberium, atleast in an expansion. But the other FPS games that would follow Tiberium would surely have Nod.

EDIT:

As for MP, they can always have options to play with or without bots. I believe it will be great with a squad based shooter. So, you actually need to believe and use your squad effectively rather than just a 1v1 eye to eye, gun to gun fight...

I believe That It Would Have Been Nice If The Game Command And Conquer The First Decade Would Have Been Popular Release I Believe.
