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Subject: Re: C&C 4 Coming!!!!

Posted by [R315r4z0r](#) on Sun, 19 Jul 2009 03:07:12 GMT

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In the thread where Dover was intent on arguing about Generals, he assumed I was arguing with him and now he is on my case because he doesn't think I have any valid points to defend my opinion. (which, by the way, you don't need a reason to have an opinion, Dover, because if you have a means to back up your opinion, then that isn't called an opinion, it's called a "theory." Or, if the back up info is "proof," then it would be called a "fact." An opinion is merely someone's personal presumption or idea of something. An opinion can be right, it can be wrong, or it can just be plain ridiculous, but having the means to backup your opinion doesn't make your opinion any less than an opinion... it just makes the person less of an idiot.)

However, I feel like discussing Generals in this thread, so lets have at it then.. just as long as you aren't a complete fagsack about it.

The main reasons why I don't like Generals are:

-It looked like it was tossed together.

Regardless if they put incredible or lackluster amounts of detail into specific models, it looked like everything used a different artstyle that clashed with one another. So once everything was brought together, it looked kind of awkward, imo. (Also, why did the trees dance? The wind isn't THAT strong...)

-Extended reach units.

This, to you, might fall under the "L2RTS" category, however I don't think so. In C&C games prior to Generals, there was always an artillery type unit that was able to hit you from afar and require you to go into action to take it out. Those units never bothered me because it forced you to actually play rather than sit and watch the game play itself.

However, in Generals, I can't really explain why, but the units with the long ranges just pissed me off. Perhaps because there was either a crap load of them (either that or the defense range was small in comparison to the firing range of other units), or the long-range units were cheap and spammable. (The Rocket buggy-thing for the GLA is a good example of what I'm getting at.)

It's one thing to uproot a player so they don't spend the entire match turtling in their base... but it's another thing to make stationary defenses completely useless.

-Plot?

It may have had a "plot," but it had no story.. It's basically: a fictional war breaks out and things happen. Then the next thing you know, you see credits! The game was probably meant for multiplayer action over single player action.. however, if that was the case, why bother with a campaign at all? (Also, "Eva" in the briefings/loading was just embarrassingly tacked-on.)

-Unlikeable factions

I can't find the ability to gain a liking for any of the 3 factions. They all seem to just be there. There really isn't any info on them other than they are supposed to represent different modern-day

nations and countries..

The US was too high and mighty, the GLA was just a big "Lol we're terrorists!" cliche, and China was just.. well they were just "there."

-Too slow

The pace of the game seemed to slow. Even when I changed the game speed in the options, the infantry and vehicles all seemed to move in slow motion.

-Preferences

1. I prefer the MCV system to the cliche mainstream dozer style system. (Dover said it had a name, but I forgot it.) C&C has always been about the MCV. I can respect that since Generals was a new unique 'universe' in the franchise that they were experimenting different "routes," but, imo, I don't like the style. I'm fine with using it, I just prefer using the MCV style.

2. The control bar on the bottom of the screen was annoying. I prefer the side bar. It didn't take up 3/4 of the screen and allowed the game to be viewed from it's own area of the screen.. rather than the control panel being pasted over the gameplay itself. Also, I don't really remember, but could you "lower it" to see more of the screen? Or am I confusing that with starcraft?

3. Camera was too low! You couldn't see anything! The viewing angle should have been zoomed out more so you have a larger field of view. (Was that fixed in ZH? I don't remember..)

However, overall, my biggest reason for not liking the game is simply because of the setting. I don't like its setting. It just seems lame. They should have put more thought into it.

I get the same feeling for old-school settings.. like WWI or II games, for example. I'm not much of a fan of Call of Duty 1-3 simply because the setting just feels lame.

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