
Subject: Re: Age groups: Graphics vs Gameplay
Posted by [IAmFenix](#) on Mon, 09 Nov 2009 22:29:17 GMT

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Personally, this is how I break down games to rate how good they are:

Gameplay (Replay is a BIG part of this): 50%

Story: 25%

Graphics: 25%

You might just look at this and say I'm lying. I mean, games that I've played that are amazing I still play once in awhile, more often if the game is still active. I mean, yeah, my generation (younger [still in high school]) cares a lot about graphics. There are only a few kids in my school that still play "old-school" NES. I mean, I would if it weren't for the fact that all my controllers for my NES weren't fucking buried under random crap, but the games I had played were amazing.

I think the thing that pissed me off the most is when my friend borrowed a game for the Xbox (not 360), we were on XBL, I told him to set up his original xbox if he wanted my help, and he fucking whined about the graphics degradation between the two. I mean, that's how I played it, so why can't he. I also think that the graphics for each new gaming system I play are amazing, but that doesn't mean that I still don't play my original xbox games (and my friends still don't get it -.-).

For those who want to skip reading a long paragraph, I just shared my experiences, so if you call BS on my ratios, read the last paragraph.
