
Subject: Re: What should C&C3 have been?
Posted by [R315r4z0r](#) on Tue, 23 Feb 2010 15:59:24 GMT
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I disagree, nopol10.

I went into the C&C4 beta knowing it was different. But I had imagined all the changes to potentially be really fun. I often defended the changes by saying that they may not have been justified enough, but they still would be fun.

But what did I find when I entered the beta? A horribly executed, boring and repetitive game. Every good thing that I once thought about C&C4 had been stolen, spit on, and stomped into the dirt.

All of the good ideas that C&C4 has, such as player progression, classes, ect, were all done horribly wrong.

Half the things that were removed don't make sense to remove and half the things that were added don't make sense period.

For example, the way they did player progression is like this:

- You kill stuff and get experience.
- Use experience to get new units and powers.
- Your army gets bigger.

This method is incredibly flawed because it makes the game get boring after a while. People will see it more as a limitation rather than something to work for.

This is how they should have done it:

- You kill stuff to get experience.
- You use experience to unlock new units and powers.
- You choose from your unlocked units a select few that you bring to battle.
- Your army is completely customized.

They should have given you only a few open spots to add units into. For example, if you have 15 units per class, you should only be allowed 7 or 8 in one game.

Unit pools should be similar to how Call of Duty has the customizable player sets. In Call of Duty, you can chose your weapons, attachments, perks, ect. In C&C4, you should have been able to do the same thing with units and powers.

You shouldn't have all unlocked units available to you in a single game.

That's only one thing they did wrong in the game. The game's design has a lot of good ideas, but they were rushed and are nowhere near as good as they could be. As a result, the game is horribly not fun.
