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Subject: Re: What should C&C3 have been?

Posted by [nopol10](#) on Tue, 23 Feb 2010 23:32:47 GMT

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I definitely agree with you on the experience system. It works for COD because of the long drawn out nature of the game and the multitudes of levels available. It can't be done for C&C4 properly because of the small amount of units and the lack of any true incentives to show off apart from the almost indistinguishable ranks. This makes it become a hindrance that goes away all too quickly (almost once a match). However, if they did the system where you chose your army before a match, it could lead to potential disaster as the scissors paper stone nature of the game would cause you to continuously get thrashed or vice versa thanks to the imbalance. The CP system does solve the problem of overpowered high level players a little. It boils down to a lot of teamwork in this game which is something I like. It may reek of BF/COD but has the functional element of teamwork that those games cannot claim to have.

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