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Subject: Re: Old player wants new info plz.  
Posted by [Dover](#) on Wed, 17 Nov 2010 17:44:01 GMT  
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R315r4z0r wrote on Wed, 17 November 2010 08:52 EvilWhiteDragon wrote on Wed, 17 November 2010 10:13 R315r4z0r wrote on Wed, 17 November 2010 15:33 I'm a tester, dude...

And yes, bugs DO change gameplay. That is why they need to be tracked down and fixed. All of them might not necessarily effect balance, but regardless, side effects to what you do change is called a bug and some of them might have adverse effects on the balance of the game, whether you intend them to or not.

For example, an adjustment made to the game that causes the game to crash after you perform a certain action. That effects the balance of the game. If it is not fixed, then people won't be able to play the way they have become acustomed to.

Basically you're saying that we shouldn't fix any bug at all, because "then people won't be able to play the way they have become acustomed to." Can't you see the stupidity in that?

Bugfixing effects gameplay, yes, but they don't change the game.

Yes you might not be able to crash your buggy into that incoming mammy so he blue hells and yes that might affect balance, but please don't be a fool.

What? Where did you get that from?

I said making changes has adverse side effects called bugs. You need to fix these bugs or else the balance will suffer.

I never said anything about not wanting bugs to be fixed or anything even remotely similar. I said if they aren't fixed, then you are messing with the game's balance.

If we take the BlueHell bug as an example, how does not fixing it mess with game balance, if it's the same it's always been?

And why would making changes make bugs? Sure it can, but why does it have to?

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