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Subject: Re: BF3 vs MW3?

Posted by [R315r4z0r](#) on Fri, 28 Oct 2011 02:03:19 GMT

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I dunno.. I'm kinda disappointed in the multiplayer. It falls on its face in a lot of places that would have made it amazing.

My biggest concern is that you control just so poorly. Functions like prone take way too long than they should especially when you're trying to stand up from a prone position.

It seems like the skill in my reaction time mean nothing since the game doesn't recognize my inputs right away. In that aspect, I think Call of Duty requires much more skill than BF3. CoD is responsive to your inputs, BF3 has delays that cost you too many deaths.

Sure it is classic BF experience.. I just wish that the controls and function executions were much more polished and refined than they currently are.

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