Subject: Re: RenegadeX

Posted by Aircraftkiller on Sat, 18 Jan 2014 02:57:45 GMT

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The most obnoxious part of RenX is that they chose the most uninspired art direction possible. Instead of having a FPS that actually looks like Command & Conquer, we're getting another generic FPS in the vein of Call of Modern Battlefield: Medal of Duty IX - a forgettable game with no striking visual style. When you're trying to develop to "AAA" game standards, doing yet another generic FPS with C&C elements tacked on is just going to get lost in the sea of monotonous FPS games