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Subject: Re: Why is RenCorner so dead?

Posted by [Ani](#) on Thu, 28 May 2015 20:43:33 GMT

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ehhh wrote on Thu, 28 May 2015 13:56 funny enough i cant think of a single game similiar to renegade

sick niche

Renegade mostly resembles RTS games, which is why other shooters don't really compare with Ren. Everyone seems to be developing deathmatch style games with recapturable objective gamemodes.

As far as CoD goes with sharing certain mechanics of other games, the rabbit hole goes deeper than that.

The next CoD will be toned back on the vertical leaping, but they've added other things like running on walls (something Titanfall also has) and levitating in mid-air if you jump and then aim in; something the next Halo will have as well.

You can say every modern shooter has some kind of "stolen" elements from the games of before. They just keep packing in more and more crap into games, personally making them less enjoyable for me.

The worst part I think about AW is that "exo movements" they've brought in will be a tragedy for the series. Even if they go back to WW2, i'm sure Activision will pressure the developing studio enough to change the story so they have a crazy Nazi scientist developing next level weapons just so they can keep the super awesome amazing lazer beams and exo skeletons.

I seriously miss the old games, I feel like i'm outgrowing this crap.

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