
Subject: Standardized Renegade Alert War Factory
Posted by [Deactivated](#) on Wed, 29 Oct 2003 12:37:50 GMT
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RenxYou have to play SS before you realize how fun it is. Once you're playing, you completely ignore the models. Though i'm not very fond the the flame tank model they have....

Yes, the flame tank looks like it has been based from the flame tank sprite instead of FMVs and renders.

AircraftkillerI don't, gameplay is not the coverup for bad modeling\texturing. I like being able to enjoy what I look at, while I play the game.

I was going to say the same and I do agree with that. And of course, good graphics are not the coverup for awful gameplay.

Let's take a look at one game called Breakneck(NICE2).

It had awesome graphics and it could run on even on a slow computer but the game was totally in chaos. No plot, neezing engine sounds, bad controls and it seemed like the develpers had no clue if the game should be a simulator or a pure arcade racing game.
