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Subject: Have a look at this...

Posted by [IRON FART](#) on Tue, 02 Dec 2003 03:48:21 GMT

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Quite a few of the things he says are true, although most of that is purely tainted with his first impression.

RTS -> FPS Is a VERY hard conversion. I think Renegade would have been much better off as a game like Planetside. It will rake in the cash for EA bigtime, so the game can be constantly updated. (Westwood already had Earth and Beyond) And furthermore (word of the day) An MMORPG will capture the sheer scale of the GDI vs NOD struggle.

Quote:

EA told them "WE DON'T CARE FOR YOUR CHANGES WE WANT IT OUT NOOOOOOOOOOWS!!"

True. The other games from WW all had powerfull engines as Renegade did, but the rest of the game was undoubtedly rushed to meet a deadline. Although i've never heard of the february deadline. I mean, they had whole game modes that were left untouched.

Still, i'm not that guy, /me, and i don't hate the game. It could have been better, but it is still fun to play.

Quote:

Renegade's engine is shit, it's as simple as, look at the sky hell that's Doom/Quake One sky right there. Look at the floor, that's textures a retard in paint shop pro can design. Look at the models of the player, the NPC and the weapons all pathetic, low quality and just simply awful.

Renegades engine is SOOOO not shit. Doom/quake sky? Sorry for making it realistic! Next You can't compare Renegade to Unreal Tournament or Quake simply because they are different types of games within the FPS realm.

Renegade has buildings, vehicles, nukes. The objective of the game is not the objective of those other games. Next, those other games were produced by companies who had WAAAAAYY more experience in games, and they were allowed to continue updates to the game.

Quote:

its' engine is more powerful than the most recent incarnation of Unreal Technology.

Definately not, but again Unreal is made by those much more experienced. It's like the best FPS game you can buy!

The storyline of Renegade was pretty weak. But thats if you don't look below the surface. For me, the storyline gave the game some, depth, just some, and turned it away from the image of a rushed game to make quick cash. (Because there was a group like the dead-6 in the past, and there was some other similarities)

Conclusion:

This guy is obviously a very serious gamer who judged Renegade by it's playability, Quality, capability, and things like that.

For the rest of us, it's just a fun game to play.

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