
Subject: C&C 3

Posted by [gibberish](#) on Sat, 07 Feb 2004 03:27:39 GMT

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Excluding Renegade I am still of the opinion that the first C&C was the best C&C title that Westwood ever made.

The reason I say this is that it was extremely well polished.

- The story line was excellent.
- It had real actors in the cinematic scenes.
- The game play was well balanced both in terms of Nod/GDI and in terms of the units you had to choose from as either side. **
- The in game graphics were good (for the time).
- It was a huge amount of fun to play on a LAN.

** - I can remember games where someone sold everything to do massive infantry rushes

However later titles seemed to be a bit rushed.

For example I think it was Red-Alert (1) that had really unbalanced sides, where it really sucked to be Allied, unless the map had water (hence you could build destroyers) in which case it sucked to be USSR.

The real problem areas would be:

- Balancing the Units.
- AI players.
- Creating the cinematic scenes.

So I would suggest that if you want a really great C&C 3 you could just write it yourself (there seems to be a lot of talent in the mod forum).

Writing this type of game is a much easier prospect than trying to write a full 3D game such as Renegade.

Just my 2 cents

Gib
