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Subject: what EA can do to be successful and not make crap games

Posted by [loser99](#) on Thu, 29 Apr 2004 03:37:51 GMT

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EA should hire scouts to find good game documents and allow people to promote game documents to them. This is the only way they are going to find something original. Movie studios do this alot, and its how movies like The Matrix got onto the big screen. EA insists on doing everything in house, and comes up with bland designs and storyline. It was the idea behind Command and Conquer, Grand Theft Auto, or any great game that got it where it was. EA has the means to put it into production and do an alright job.

I really wish Blizzard would start doing some games with mainstream appeal instead of all this Sci-Fi/Fantasy stuff, because they really do it right.

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