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Subject: C&C Commando : Nod Turret

Posted by [phlakaton](#) on Wed, 19 May 2004 20:41:15 GMT

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If you know about how the development philosophy worked at Westwood at the time then you know nothing was finished when it shipped... always room for improvements... always something missed... it's not really about "is it done" It's more about is the market ready at this moment... is the competition too much. Too many factors play into the release date that override it being "finished." Renegade was micromanaged to death and it evolved for so long that it missed it's mark by a solid year if you ask me. The multiplayer component was done quick and THAT was actually how the developing should have been done in the 1st place... it was done quick and shipped quick with the game... no time to fiddle with it... other than the obvious flaws and bug fixes but hey... it was cool and still is.

My 2 cents.

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