
Subject: what EA can do to be sucessful 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.

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

Posted by [hunteroo2](#) on Thu, 29 Apr 2004 04:14:58 GMT

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like itd ever happen....

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

Posted by [IRON FART](#) on Thu, 29 Apr 2004 04:46:47 GMT

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Movies are different. When designing a game, they must think of longevity in addition to making it look good. A Matrix fight would look very good, but make it last for 5 hours and it gets a bit crappy. There is a lot more to consider when creating a game.

But who says they don't have scouts and researchers? Game creation begins with a good, thorough analysis of the market. What age group is this game for? What music/trends/clothes/sports are they into? Then the game is created around that. A story writer is often hired. A conceptual artist will produce quick sketches of any vehicles, characters or landscapes.

There is a painstakingly long process in creating a game. 60% of games are faliures. Companies take great measures to reduce this number obviously. And they accomplish that by researching their intended market.

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

Posted by [Deactivated](#) on Thu, 29 Apr 2004 13:16:10 GMT

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Game making is an art, and it should be treated as one.
