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Subject: History of Reborn Repeats Itself

Posted by [Steppe](#) on Fri, 01 Oct 2004 21:11:19 GMT

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Leaking the internal alpha is unlikely, at least to the Reborn team, anyway.

During my time during the original beta, they had proclaimed that they used some sort of reg-key integration in the beta, so if a copy is leaked, they'll know who leaked it, and BAM, tester fired.

I think there was an INI or a TXT file lying in there somewhere with a specific number, etc.

"Leaking" screenshots like that is something that they have to expect. If leaking an image of something within the beta causes such an uproar, focused on a specific object within the game, then the object simply shouldn't be in the beta, or they should have left it to a developer's test only.

Quote:But you would temporarily take away their priviledges, until you found out? Which is actually what the Reborn team have done.

No, what the Reborn team did was disband the beta team. Permanently. Finito. End of story.

They did it before, and replaced them with yes-men testers who simply nodded like the little fanboys that they were.

The idea for a beta test is to get a "Controlled public" opinion on all facets and aspects of a given application. This includes design, bugs, etc. However, it gives you the safety net of saying "It's just a beta" at all times. Leaking the image should not have incurred such a reaction from "Deezer Studios", unless they already knew that the issue existed. In other words, they asked the beta team to keep their mouth shut about the poor quality objects in the next release. It defeats the purpose of a beta team.

Releasing that image should have been more of a blessing than a curse. The number of people with their hands on the beta remained the same, and the response (In numbers of people) actually increased. It's no different than releasing renders of new models. You release them, get feedback, and work on it.

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