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Subject: Breaking News Regarding RenAlert!

Posted by [JeffLee67](#) on Mon, 07 Mar 2005 15:22:51 GMT

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I think ACK is now feeling and seeing what the game developers go through every time they take on a project. Deadlines force you to start with an engine you believe to be cutting edge at the time, but as delays push back release dates, they realize the engine they started with no longer is "cutting edge". Unfortunately, those developers do not have the luxury of switching engines mid stream. It's nice to have your game on the most advanced engine, but if you want to make a product that hasn't been vaporware, you have to pick an engine, and stick with it. The truth is, there will always be a better engine coming out as you are developing your game. I think that is why I like Renegade so much, it's not about the engine, or the graphics, or the sound, or even the effects, it's all about the gameplay.

What I'm saying is, the game only needs to be fun first, graphics are secondary. I'm sure most of us have played games with crappy graphics, but what kept us playing it was the gameplay.

As for RenAlert, I played it several times and I personally didn't enjoy it. It seemed to me that the game concentrated too much on realism that it lost the fun factor for me. Maybe I just expected it to be like Renegade but with Red Alert units, which would have been fun for me. But I'm guessing the team was going for an entirely different type of game. Then again, that's just my opinion.

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