Subject: Re: OT: Halo2 or Half-Life 2??
Posted by tooncy on Sun, 26 Jun 2005 00:04:25 GMT
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The only good thing in Halo 2 was the MP, which was pretty fun to play with friends. The SP still sucked, the art was still atrocious, the game still felt slow, the level design was still poor at best, it was all very repetitive, the specular lighting was still way overdone, and it was VERY VERY over hyped.

HL2 on the other hand had one of the best SP campaigns that I've ever played through, gorgeous visuals, great art direction, some very cool weapons, good AI, excellent sound design, and some killer mods. My only complaints with HL2 are that CS:S sucks, HL2DM gets boring, and the load times are bad.

Overall, I had more fun playing HL2.