
Subject: Re: illogical sig 'fuck ea...'

Posted by [Nukelt15](#) on Mon, 12 Sep 2005 17:10:03 GMT

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Quote:You'll notice that BF2 is still mostly incomplete.

One has only to examine the game mode selection drop-down menu to figure that one out. A drop down menu with one option screams incompleteness. Having three maps using the same terrain with wider or more constricted boundaries screams of corner-cutting (why not, instead, have one item on the list with a selector beside the map name for the map size? That's been done before...of course, the question must be asked: why three sizes of the same map instead of three game modes for each map instead?). Not to mention the log-in loading screen, which is prone to freezing up the user's machine whenever it fails to connect to the account server (note to EA and DICE: "Cancel Loading" button needed). And the graphics glitches, which are the most burning: they are identical in every way to the ones I experienced in BF1942- texture mismapping, disappearing textures, corrupted textures, warped textures... I have never seen any of that happen in the same way with the same consistency in any other games. "All-new engine" my ass. More likely they gave the old one a face-lift and re-titled it, much like the transition between Starsiege's Darkstar engine and Tribes2's Torque.

I hate going to a store and buying a game that looks as if it will be fantastic from the demo, and installing it only to find that I'm playing what amounts to a late stage Beta. Fun? Yes. Worth the \$50 price tag? No. It should have stayed in the oven until 1Q '06, but EA shoved it out onto shelves before that. Why? It's one of their flagship titles. They can get away with that and people will snap it right up the first few times. Sooner or later, though, they will have run all of their most popular games into the ground by pulling crap like that, and be forced to either repurpose, go out of business, or spend some much-needed money on additional QA- not to mention a few extra months' development time. EA is NOT a poor company, it is the biggest one in the industry. It CAN afford to take the extra time and money to put out a quality product, but it doesn't.
