
Subject: Re: I Just Finished GTA San Andreas
Posted by [Nukelt15](#) on Mon, 14 Nov 2005 16:04:55 GMT
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The whole turf war aspect of SA was a great addition, IMHO. Only a certain percentage was required by the game to complete the final missions, and the rest was left for the player to finish. If you conquer all the turf, you no longer have to deal with enemy gangs taking potshots at you while you're buzzing around and taking care of business.

There were a lot more indoor environments this time around, but I think there need to be even more than that- and some of the mission-specific indoor areas become inaccessible after the missions themselves, which I think should change.

One thing that GTA has been sorely in need of since GTAIII is a mission replay feature- where, if you finish a mission, you can go back and replay it if you want to. That, I think, would add to the replay value of the game much more than anything else Rockstar could do.
