Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by Jerad2142 on Tue, 27 Feb 2007 22:22:35 GMT
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Predator
The reality is, yes, we made a late design decision not too long ago to take out walls from multiplayer. We will explain this further in the upcoming podcast, but we found after extensive testing that walls were being hardly used and didn't suit the gameplay style, the fast paced feel, they became more of a nuance than an actual enhancing gameplay feature.

An so they decided to make it a bit more gay General's like, and take away options for the user. I want to build a wall and make my base look like a real base, but now tanks and infantry can just run into my base and throw a party.
This must be what EA thought: "And perhaps beings we have these walls in the game and the majority of people don't use them, we better take them out, I mean it keeps people from sending engineers into you construction yard and they act as a second layer defense against low flying projectiles, but thats all."

Oh BTW lets make it fast paced so those "boring" 2 hour games can no longer happen and after your 11 minute battle you can say: "Remember 5 minutes and 30 seconds into the game, you had that one harvester and I blew it up." And they will say "No, because I was watching your infantry and dealing with about 50 other things."

Quote:
We also felt that Generals was pioneering this awesome macro ability. Now instead of being able to tell each unit what to do individually, you can control whole squads of infantry with a single click!

Yes lets make it so if a tank comes along it can run them all over instead of them being able to scatter, so you just lose all you money at once, and don't forget the splash damage.

Quote:ob kinda tends to fire slow, although i think its good how they Balanced Base Defenses now, GDI has a building at same power as a obelisk now  although ob tends to fire slowly, Tib Sun Sound...
Why would the base defenses be more powerful than the other teams base defenses, it adds more "strategy" (EA thinks: "what the heck does that word mean") to the game. And after all its only a strategy game why have strategy.

Quote:
Is there a way to change the mouse selection back to the C&C default?

When does EA give us options.

Speaking of options the actual game better have an options screen that looks something like this:

or they better get a patch done quick.

I bet C&C3's "rules.ini" file will be called "EARules.duh" and it will allow you to change the volume

of sound effects and music.

## File Attachments