Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by jonwil on Fri, 02 Mar 2007 01:05:13 GMT
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Things I would change in C&C3:
1.Stuff builds too fast compared to previous C&C games including generals (they could add options for "fast build" like it is now and then various options to slow down the speed that stuff builds at)
2.Bring back the C&C style mouse clicking (which they are going to do)
3.Fix bugs (whatever may exist)
4.The engine uses up a lot more system resources than it needs to. This should be corrected

Also, gameplay changes (these may very well end up in a mod
1.Get rid of unit upgrades.
2.Get rid of the special powers that appear down the side, keep the superweapons though.
3.Get rid of the crane & deployable outpost thing.
4.Make tiberium more like what it was in Tiberian Sun.
5.Bring back walls

Keep everything else including the new graphics, engine changes etc etc.