
Subject: Re: C&C Tiberium - FPS Game

Posted by [Ryu](#) on Thu, 13 Dec 2007 02:43:50 GMT

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Renegade:

- 1.) Fast paced, You die, 1 second later, you re-spawn, Back in action.
- 2.) Vehicles, You get 8 per team, technology has improved and we can have more now, without major lag.
- 3.) It wasn't realistic.
- 4.) Blowing up buildings, hamper the other team.

Battlefield 2:

- 1.) Slow re-spawn times
- 2.) Huge maps, Slow gameplay.
- 3.) Everyone team kills for vehicles, and there isn't much choice depending on the map.
- 4.) It's mainly CTF.

R6: Vegas (Assuming it's a Tom Clancy game):

- 1.) It's a stealth game, Stealth \neq action. Does not compute.

BF2 & R6 = what? more slow gameplay? Online will be even slower? more fucked up?!

yeah, totally.

They should keep Renegade's system, Make a worthy Single player, Improve netcode, More vehicles for online play, a shit load of character classes.

Fuck, If I was a game dev. working for EA, Here's what I'd suggest.

30 vehicles on the battle field.

3 teams per map; GDI & Nod & Scrin. (Only on some maps, Other maps can only have 2 teams, GDI Vs Scrin, GDI Vs Nod, etc.)

Every team for themselves.

I've thought about that idea for a long time, And I can safely say, It would kick ass.
