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Subject: Re: C&C Tiberium - FPS Game

Posted by [Crimson](#) on Mon, 17 Dec 2007 18:43:17 GMT

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I agree that EA is going to have to work really really hard to impress us since the ones who are still here are mostly the ones who can look past the bugs and glitches to see Renegade's C&C Mode Multiplayer as a work of art. I can only hope that they follow a lot of the same steps they took with C&C3 and get a lot of in-person community feedback with what they're working on and give us a game that keeps the parts of Renegade that we love and add some new twists to make it interesting. I also hope they spend significantly more time and effort into balancing the game than they spent on C&C3.

The key difference? Westwood had a 3-month long multiplayer beta test with a few hundred participants and the devs themselves playing the game alongside us. They listened to our feedback and while they didn't get to all the bugs we reported, they did do a lot of fine tuning to the balance based on hours and hours of gameplay with real players. If I'm not mistaken, C&C3 was only tested with a tiny handful of the public for a few days. It shows. Bad balancing of Nod vs GDI in Renegade would have killed it years ago.

So, I hope sincerely that EA takes a page out of Westwood's book and devotes significantly more time and resources to balance testing this new game.

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