
Subject: Re: Smash Bros. Brawl

Posted by [Aircraftkiller](#) on Wed, 12 Mar 2008 17:41:11 GMT

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Ryu wrote on Wed, 12 March 2008 06:07

If developers spend less time making their games look pretty, they can spend more time on the story line and game play, I'd choose that any day over visuals, no matter how bad they look.

Granted though, the Metal Gear Solid and Half-Life series both looked nice for there time and have great story lines and graphics.

You do realize that game developers have teams assigned to different parts of the game, right? Some people work on the art assets. Others work on programming. Another team works on the story and another may work on the gameplay as being separate from that.

Graphics and gameplay are not mutually exclusive. The "wii's" processing power is so terrible that if a game company can't produce a game that has better gameplay/story than its graphics, that company probably shouldn't be in business.

There are a lot of games on my PS3 like Drake's Fortune, Warhawk, Folklore, Assassin's Creed, etc... that play really well and have great graphics on top of that. A competent studio manages to create both in a game. Even the downloadable games like High Velocity Bowling, Super Stardust HD, and f10w manage to have incredible graphics and still have gameplay that destroys the "wii" experience.

That's why (including the lack of HD support) I'm not buying it until the "wii" drops to \$149.99, which won't happen until Nintendo stops creating artificial demand by shorting supply.
