
Subject: Re: Do You Like E.A. Games?. I Think.
Posted by [R315r4z0r](#) on Tue, 22 Apr 2008 07:41:29 GMT
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Spoony wrote on Tue, 22 April 2008 03:07r4zor wrote:What I meant by Beta testers is that C&C3 didn't have a beta, it had a community summit and they chose a select few people who they thought were "pros" and let them answer all the big choices in the game. But as it turns out they were also people who enjoyed Generals and still played it. It is their fault that the radar in C&C3 is on the MCV and not the Command Post.

it's also their "fault" that the game is more balanced than every single westwood C&C... sure it's not perfect, but it's gold compared to, for example, RA2 or C&C95

No, that is incorrect as well.

The "pros" I referenced earlier had absolutely nothing to do with balance. Balance falls onto Greg Black as well as the rest of the C&C3 community. Not 10 single people who think they are gods.

The only thing that those people did was play it and tell EA if it was "worthy of a C&C title" and how in which ways the game could be better.
