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Subject: Re: 'Tiberium' First Person Shooter Features

Posted by [u6795](#) on Sat, 18 Apr 2009 01:46:11 GMT

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R315r4z0r wrote on Fri, 17 April 2009 21:11Face Palm.

OF COURSE IT WAS MADE BY THE SAME TEAM! That's why Tiberium was canceled in the first place!

The people working on Tiberium were MOVED to work on Medal of Honor instead. That's why EA said that Tiberium wasn't meeting standards, because no one was there to work on it.

Haven't heard about a new Medal of Honor in a while, and definitely never heard anything about movement. I read up a whole lot on the whole Tiberium thing, including that giant series of comments where it was basically the developers of the game arguing with people about why it failed, and the general consensus seems to be that the team was disorganized, full of crackheads and the concept wasn't really working out that well.

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