
Subject: Re: 'Tiberium' First Person Shooter Features
Posted by [R315r4z0r](#) on Sat, 18 Apr 2009 23:07:30 GMT

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u6795 wrote on Fri, 17 April 2009 21:46 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. Some of the more devoted Senior devs blogged about it.

The team itself wasn't disorganized. They were pretty competent as far as process and organization goes. The problem lied within the management. Ignorant to the C&C lore, they believed that a new series/game project wouldn't earn as much money as the well known Medal of Honor. They slowly started to move the Senior devs over to work on MoH and hired on more Juniors to take their place.

Over the course of time, they slowly removed the junior devs few at a time until there was no work horse pulling the project along. It was just becoming wasted resources and nothing was being made. Hence EA's excuse that the resources were being poorly managed and the game wasn't meeting standards. And as such, the development was discontinued.

Unfortunately I don't remember where I read about it so I don't have a link you can check.
