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Subject: Re: UDK from Epic Games

Posted by [JohnDoe](#) on Fri, 06 Nov 2009 20:20:08 GMT

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Goztow wrote on Fri, 06 November 2009 11:54JohnDoe wrote on Fri, 06 November 2009 18:24Goztow wrote on Fri, 06 November 2009 06:06So I bought that piece of shit game for nothing :S.

Is everything moving too fast?

UT3 might be one of the last high-speed games, the classic FPS is dying out and being replaced by "tactical gameplay" (as if other games didn't involve tactics...) and rechargeable health...this new generation of gamers is so used to the Halos and Call of Dutys, they might actually catch a seizure when they watch Quake or Unreal demos, let alone play a map against some pros.

Not kidding for once, I'm genuinely interested in this...you aren't part of that generation, but playing nothing but Renegade for years will slow down your gaming senses in the same fashion. I'm actually a big fan of UT 2k4. I played it on multiple occasions in LAN environments. When i bought UT3, I thought I'd see something new. But what i saw was the same game on a different engine.

If i still did LANs, I'd probably enjoy it about as much as UT2k4. But then I could have just continued playing UT2k4 as well, I suppose. But once you get a baby, the LAN'ing become history.

So much for my theory...I ignorantly guessed you were one of those "all I ever did was play Renegade" guys. I still don't understand the UT3 hate...when I buy an Unreal game, I expect Unreal gameplay, not something drastically new. They dropped the game modes nobody played in 2K4 (Bombing Run & Assault - I believe the UT99 community is keeping Assault alive over there, which makes me feel warm and fuzzy since that's the often forgotten ancestor of the Enemy Territories and other objective-based games) and made some noticeable changes to the other modes. What pissed me off was a) releasing a game with almost as many bugs as Renegade b) the abysmal menu system, which still pisses me off. The core gameplay offers more than almost every other current game and it's the last of it's kind, which has to count for something.

I'm not a Halo/Call of Duty hater, tho. Those games offer a great campaign experience. The rechargeable health and checkpoint system that Halo pioneered makes for a far more immersive experience than having silly health packs laying around in the middle of nowhere and quick-saving at every corner. Multiplayer-wise, it just seems like we're moving backwards. Halo deathmatch is seriously dumbed-down when compared to Unreal. The movement is much slower, the guns are much easier to master and you don't have to worry about your health, so there goes half the workload of item control. This really puzzles me, because there is no other sport that evolves backwards. There are exceptional athletes in every era, but the average boxer, baller, runner, etc of today will kick yesterday's average athlete's ass. It's a funny thought that at 22, I experienced firsthand the peak of competitive gaming skill-wise in the years between UT, Q3, CS & broadband internet really kicking off the sport and the decline around the time the XBOX 360 got every developer dumbing down their games for a broader audience.

If this rant were posted by anyone else, I'd flame asap...

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