
Subject: Re: GH: WT

Posted by [R315r4z0r](#) on Mon, 04 Jan 2010 23:45:53 GMT

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Quote:It shouldn't take you that long, but whatever.

It does when you insist on making spoony quotes.

Quote:If you're doing nothing but playing a video game all night long, I don't think it counts as a party.

You misinterpreted what I said. It's to the contrary of your understanding, actually.

I said a real party is one that does not simply incorporate 4 people staying up all night playing video games.

Even in a small basic party with about a dozen people. Party mode is a good party game. It's not about being the life of the party as people obviously have other things they can be doing. And it's not meant to be some 'planned party event' as if it was some kids birthday bash.

Quote:The console has an on/off switch for those moments.

When I made the example saying if you decided to want to play, you could do that just by picking up a controller and you could stop just as easy, I never said anything about the other people playing. I just mentioned one person in particular (me, you, whoever.)

The idea behind it is that you can drop in while other people are playing a song without interrupting their game, the music, and forcing everyone to quit the song, go to the lobby, add another band member, re-choose songs, and then start playing them again. (However, the option to save and load pre-set play lists might come in handy in that situation)

Quote:So the game plays itself? More evidence to how it panders to bad players. They don't even need to be playing.

No, that isn't what I meant. If no players are playing it, it will act as a virtual concert or jukebox. It will just show the background scene of the band playing the music and have the music play. It isn't "playing itself" it's just in a standby mode waiting for players to play with the touch of a button.

Now, after reading that, you're probably thinking "If no one wanted to play it, why is it on in the first place?" Basically, that's the beauty of it. They realized that although the game is meant for entertainment purposes and for a more social atmosphere, people will not admit it to be a "main event" at a party. Think about it. Would you really think it 'cool' to have a party that is based around playing Rock Band / Guitar Hero?

With party mode active, people can say "hey, I like this song!" and give it a try while not having to commit to playing the game. They can give up halfway through or they can just play one song... even if other people still want to play, it is of no consequence if someone in the band leaves.

It turns a somewhat nerdy rule and option extensive process into a fun attraction for anyone who feels they are in the mood. No options, no menus, no rules: just pickup and play!

Quote:And you don't find it entertaining to challenge yourself? To get better? To improve? Why do

you think StarCraft is so popular (And so fun!)? Is it because of it caters to bad players? Is it because of a low skill ceiling?

I do find it entertaining. But I don't need the game to force that down my throat and make something that IS fun into something that is tedious.

If I can't play a song on expert, then I'll keep trying until I can! I'll do that on my own free-will in my own free-time. But if you want to spend your time at a party, in the company of your friends, doing nothing but practicing songs you're bad at in a video game, then far be it from me to tell you what to do.

But what if you can play a the game inside out and blindfolded on expert but your friend has problems coordinating themselves playing patty-cake? Almost every you pick you can do easily but your friend just can't find the talent? Is it your fault you keep failing? You don't miss a note, but yet you are still subject to losing. Wouldn't you find a skip-song or a change difficulty option useful in that situation? Instead of having to sit there, bored, playing the song intro over and over while your friend tries to figure out his left and rights?

If someone wants to get better, they can do it on their own time or form a serious tournament competing band. They shouldn't have to waste the time of the other people who want to play. Call it catering to bad players, but it makes no difference. Who gives a crap if it does or doesn't? If you're good at playing a song, what does it matter to you? And for what matter of importance is it that other people experience the honing of one's plastic guitar shredding skills? You skipped a song you found out you couldn't play? Oh my god, you should cry yourself to sleep because of how much of a failure you are! It's a video game, not a matter of life and death! Get over it!

Quote:

It shouldn't be forced, and it isn't. If you don't want to play Rock Band, you don't play, and if you're the kind of person who has fun by playing random notes and not trying, there's a No Fail mode.

Ever tried playing through an RTS game, say, WarCraft II, if you're using cheats? It's way too easy, and no fun at all. The entertainment is in the challenge.

Personally, I've been playing these games for far too long and it is very hard for me to have fun with them unless I'm playing on the hardest possible difficulty a song has to offer. If I can't play it on that difficulty, I will drop down it's difficulty until I can complete it. Then I work my way back up one difficulty at a time until I can play it on it's hardest difficulty.

However, unless the song is some insanely fast heavy metal... or Rush maybe... it's unlikely that I can't complete it on expert to start with. Basically, I will not find entertainment playing a song on an easier difficulty.

In other words, I will take it upon myself to learn to play on the hardest difficulty on my own time, I don't need the game nagging me about something I want to accomplish on my own time. It should just let me play the easiest possible difficulty and let me take all possible shortcut if I so desire because it will not change the fact that I want to get better at playing a song. Just because the options exist do not mean I will use them to advance in the game (which you can't do, by the way, because if you want to play through the campaign you have to take it song by song. Skipping songs is something you do in free-play).

Quote:And how is that any different than Rock Band? I unlock my songs, then I play the ones I

like in Free Play mode over and over to get better at them. I'm not sure what you're getting at here.

Yes, thank you. That was the point I was trying to make. It is NOT different then Rock Band (Bar the fact that you are unlocking different things). So what exactly are you griping about?

Quote:That's okay. Lots of people make wrong conclusions every day. Don't beat yourself up over it.

So, because you don't agree with my preferences means that you're right and I'm wrong? How can I be wrong about something I like?

"Do you like ice cream?"

"Yeah!"

"WRONG! YOU HATE IT!"

Quote:The part that makes it a better game is that, besides having good songs ship with the game, it also has excellent DLC. Guitar Hero DLC, on the other hand, is terrible.

Cool. I see you're opinion and grant you the right to support it. I, however, beg to differ and that's all there is to it.

Quote:As I said before, more features isn't necessarily better. Where'd that quote from that French guy...

And you continue to say it over and over. As if it mattered!

In a form of media entertainment, the thing that does more does more! Something that does more has more use. Regardless of if it is something relevant to what you're looking for, if you can find use in it, then that's an added plus! Why criticize something for going above and beyond? Especially since its extra features aren't requirements for your enjoyment of the core game. It makes no sense!

Quote:See above about coming to wrong conclusions.

Ditto. But also see above about criticizing extras.

Quote:Not at all. What good does a maid's drawing skills do me? That's a terrible criteria to hire a maid based on, it makes me glad that you're not in charge of hiring anybody.

Anyway, your example assumes the maids are identical. Our "maids" are similar, but not identical. What if one maid required a large re-hiring bonus every few months, while you only had to pay the second one a lump some once, and then only pay for supplies? This isn't even getting into how the second maid has better tools, uses cleaning chemicals that smell less, and had a better dusting posture. All this regardless of how good the first maid is at Basketball or whatever. You know, the point doesn't get across when you decide to forget what I said and to nitpick on the tiny details that don't make sense to you in the example.

It's hypothetical, just answer the question as written.

Of all the criteria you are looking for, two things meet expectations perfectly to the same degree. But if you can only chose one, how would you decide?

Oh, before I forget, I got one for you too!:

Boofst0rm just go buy a real fucking drum kit and guitar and stop playing in front of a screen
Playing real instruments and playing video game instruments are two totally different things. Just because they look the same and are called the same thing doesn't mean they replace each other in usage.

How would playing real drums or playing real guitar deter me from continuing to play Rock Band and Guitar Hero?

Just because I might know how to play on a real drum set doesn't mean I won't still want to play fake drums in a video game...
