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Subject: Re: What should C&C3 have been?

Posted by [R315r4z0r](#) on Tue, 23 Feb 2010 01:39:13 GMT

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C&C3 was a good game. There were some unit ideas and faction mechanics that I would have made different and some game mechanics that I would have either changed or omitted, but it was a decent game.

Things like cranes I would have taken out completely because they totally ruined the game, imo, because they made echo-booming much easier.

I also would have made Nod less of a steamroller faction then they ended up becoming.

For GDI, I would have payed more tribute to what happened in TS, technology and design wise.

As for the single player, they did an ok job, but if it were me, they could have lengthened it. Obviously it told its story, but I would have made more early missions. Kane's re-appearance should have been more dramatic because of how he was personally killed by McNeil in TS. And overall, I would have made at least a few references to Tiberian Sun. Just mentioning things that happened in that game would be a basis to drive ideas, so I'm kind of perplexed at why they sort of tended to stay away from that.

From what I've seen from the C&C4 FMV trailers, C&C3's story should have been more like that. If C&C4's gameplay didn't suck so bad, it could potentially be an excellent C&C game. However, it's bad gameplay isn't really what has me distressed, it's the fact that its the conclusion of the Kane story.

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