
Subject: Re: Starcraft2 beta key
Posted by [NE]Fobby[GEN] on Mon, 24 May 2010 05:06:47 GMT
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Quote:They have a new charge ability, and where before they were a mindless attack-move unit good for soaking up tank fire and spider mines away from your more valuable Dragoons and templar. In SC2, they now actually require a brilliant bit of micro (At very least, taking charge off autocast and using it/putting it back on at the appropriate moment) to use effectively. This change makes them smarter. The old zealot legs upgrade was passive, which is boring and requires less skill and flair to use successfully.

This is reflective of the entire game. Essentially, you're still playing with zealots, marines, zerglings, hydralisks, carriers, battle cruisers, vulture-type vehicles, siege tanks, photon canons, bunkers, same factions, etc., but they've got new features like "they can charge at shit!" which rationalizes the big 2 in Starcraft 2.

I understand that these features, as small as they may seem to me, creates a detrimental difference in gameplay to hardcore fans of the first game, and I don't have a problem with that. I'm saying that I don't need gameplay changes and tweaks, I need a new game, and to me, adding such features to existing units, and adding or replacing 4 units per faction does not constitute a new game. Some of the new units aren't all that new either, like the Dragoon replacement is similar in many ways to its predecessor (both looks and usage). What I was looking forward to originally was something fresh - for example, Warcraft 3 was a proper sequel to WC2, as it added a (couple?) new factions, and some new features to the RTS genre in general. Tiberian Sun too was nothing like Tiberian Dawn. Judging from the end of Brood War, it seemed like a lot could have changed - the Protoss seemed almost extinct at that point, and the introduction of the New Xel'Naga made me hope for a new faction.

Quote:Funny enough, between 1/3 and 1/2 of the current beta testers have never played Brood War (Depending on what one considers "playing Brood War" to mean.

That's my point - to a large audience of beta testers, this is all very new. To the hardcore SC1 fans like yourself, this is the perfect game, because it offers the same skeleton formula of a game with a different shell to keep it fresh, but not "too different" to feel alienated. To people who've simply played SC1 back when it was new, and eventually got bored of it (like all games after excessive gaming) there isn't enough new mechanics to reel me in for another 3 years and \$150+ after 12 years of waiting.

Quote:lolwut. SC2 looks much better than C&C 3.

It really depends on what art style you prefer, but graphically, let's compare C&C3 (which was also graphically lacking in 2007), World in Conflict (higher standard in 2007), and Starcraft 2 (2010):

C&C3:

World in Conflict

Starcraft 2