
Subject: Re: C&C Reborn Beta
Posted by [Dover](#) on Wed, 28 Jul 2010 01:21:19 GMT
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IAmFenix wrote on Tue, 27 July 2010 09:08GEORGE ZIMMER wrote on Tue, 27 July 2010 07:36hey dover
shut the fuck up
-the rest of the renegade community

lol

R315r4z0r wrote on Tue, 27 July 2010 17:41Dover wrote on Tue, 20 July 2010 08:43That's cool. I wonder what would happen if real, non-shitty developers did the same thing and sat on their laurels after they put out a partially-complete beta.
I posted before, but this really didn't hit me until just now.

There is no such thing as a 'complete beta.'

The point of a beta is to give out a work-in-progress in order to receive feedback on how they should adjust things for the final product.

A 'complete beta' wouldn't be a beta, it would just be the entire game.

I think you're confusing the term 'beta' with 'demo,' which the Infantry Beta was not.

I'm not. I'm drawing parallels with the StarCraft II beta which went on recently, which resembles what a beta should be. That wasn't a 'demo' either, but it was a more-than-half done product with all the serious bugs ironed out already and it resembled what the final version would be. None of that could be said for the reborn infantry beta.

There are minimum standards for how much work should be done for something to be considered a beta. "Beta" is the second letter of the greek alphabet. Second, that means something had to have come before it. And taking a look at Reborn infantry beta, I'm not sure there was.
