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Subject: Re: BF3 vs MW3?

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 27 Oct 2011 23:11:14 GMT

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I haven't touched the singleplayer, but the multiplayer certainly didn't disappoint. It was everything I expected it to be - all the improvements BC2 offered (destructible environments, leveling, etc.) put into a BF2-esque game. DICE have certainly learned from their past mistakes and issues in previous games while effectively stepping it up a notch.

A couple things didn't go smoothly though - for one, I think the web-based Origin is terribly bad. The design feels very disproportionate, and Origin doesn't seem to offer anything to make it superior to Steam or just some other independent BF3 server client. It doesn't display server ping in IE, and there seems to be problems with joining servers. Sometimes the "join with party" function does not work at all.

There are also server-related problems in BF3. Servers seem to crash a lot, mostly before the next map loads, but sometimes in the middle of a game too. Lag spikes are a problem too. Performance also varies (but that's probably related to my specs).

So the game itself is great, and it's definitely an FPS highlight for this generation. But the release was not smooth because you find yourself constantly looking for another server after crashes, then have difficulty joining it, then join one at the end of the game, etc.

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