Posted by R315r4z0r on Fri, 28 Oct 2011 17:42:00 GMT
View Forum Message <> Reply to Message

kadoosh wrote on Fri, 28 October 2011 10:38R315r4z0r wrote on Thu, 27 October 2011 22:03I dunno.. I'm kinda disappointed in the multiplayer. It falls on its face in a lot of places that would have made it amazing.

My biggest concern is that you control just so poorly. Functions like proning take way too long than they should especially when you're trying to stand up from a prone position.

I actually like the longer time to get to and up from prone. Keeps the dolphin divers at bay.
You can still dolphin dive. That is one thing they did correctly. You can dive into a prone position easily. However, once in a prone position, it takes a few seconds to ready your aim. That is fine. It keeps people from dropping to a low profile and then picking heads off in a quick action.

The single player functions are different than the multiplayer functions and I think they are much better in single player than they are in multiplayer.

For example, in single player, you can go from prone to sprinting and even get a quick 1-2 second speed boost from a prone position. That actually makes sense since you can get your legs under you easier from a prone position and thus are able to get a quick start while sprinting. However in multiplayer, they force you to stand still as you get up from prone.