
Subject: Re: Scrolling Minimap and Building Health
Posted by [BAGUETTE](#) on Wed, 07 Aug 2013 21:19:13 GMT
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I personally think build bars is far too big of an advantage during a game, sick of games now that literally try to guide you through every little thing instead of just throwing you in the deep end(probably why I like the Dark/Demon souls series so much), plus renegades minimalist HUD is actually quite nice, id rather not have it cluttered with crap.

No point in changing the games mechanics 11 years down the line
