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Subject: Unit Balance

Posted by [Deathgod](#) on Sun, 25 Apr 2004 14:32:10 GMT

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AircraftkillerQuote: if WW wanted the game to play like that, they'd have done it themselves.

That's nowhere near true. WS would have patched the game for unit balance if EA had allocated the resources for it.

What kind of "resources" would it take? Anyone could bang out something like that in the Ren tools in like 30 minutes. Do some in-house testing, which I'm sure is what you'll be doing with your patch, and send it out. If it was so resource intensive that a big company like EA didn't want to do it then why are you able to do it?

Aircraftkiller

Quote:The artillery would have been impossible to use well in Ren if it had to fire in an arc. The way it is now, it still has a minimum firing range, yet works much better in the game's engine.

You mean it doesn't require skill. Gotcha.

I don't get why people play a C&C game and want to turn it into something that isn't C&C gameplay.

If you want Unreal, go play it... Most people were expecting C&C up close, not some bastardized version of it.

I fail to see how being able to only shoot at stationary targets and skill are equated. I'd think it'd be the other way around; it takes no skill to hit a stationary target. As I said before, I can appreciate the fact that you want to make this game exactly like C&C, but there's a reason it wasn't made like that. There's also a reason games like Unreal are infinitely more popular than Ren, since you brought that up: they're simple. Simplicity in form and perfection in execution are much better goals to shoot for. Complexity, while it may keep some of the hardcore people playing, will alienate most of the rest of your userbase.

I might as well ask this here: if this forum has been opened to discuss balance changes, among other things, and you're not going to actually read what people say with at least an attempt at objectivism, then why are we even bothering to post our opinions?

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