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Subject: Unit Balance

Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 17:40:32 GMT

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Quote: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?

That isn't the point. They have to assign a team of beta testers to make sure it works right and that nothing is overbalanced. Then, after that testing phase, it has to go to EA's quality assurance department. If it passes that, it has to get compiled into a patch for release, and possibly release another patch to fix issues that arised from the one before it.

That's why they didn't release a patch to fix gameplay, because they'd need to release more as the game changed.

Quote: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.

Yeah, you're right. There is a reason. Electronic Arts suits decided it needed to be changed at E3 2000.

"Hey, that Buggy is cool and all, but you can make it better. So do it."

And so forth. This is how we ended up with Renegade as it is today. If they had left development to WS, and had they developed Renegade faster than five years, we'd have a true C&C experience.

Quote:Complexity, while it may keep some of the hardcore people playing, will alienate most of the rest of your userbase.

People use Artillery all of the time in RA. I don't see any complaints about it being changed. People who use it normally say they love how it works now, because it has massive range with better damage, but less accuracy.

Those who don't like it... Do not use it. They simply use another unit on the Allied vehicle arsenal.

Quote: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?

Because I don't make the balance changes. I'm here to argue my position, and I will do so because I want this game to be what it was intended to be, not this bullshit we're playing right now.

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