
Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Fri, 23 Dec 2005 19:08:00 GMT

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MATH WARNING OMG

Suppose each thing they need in-game takes an entire day to do. I know, I know, it only takes a few hours at most. But pretend it's a day per unit and building. So to get a character into the game with his weapon, it'll take one full day.

Now, with 1095 days, and assuming you can only work one fifth of them, that's 219 chances.

Let's pretend now that somebody like my then-11 year old brother knows how to edit unit statistics once somebody else has them in game! Reborn has/had/hax at least 3 people who can probably do this at any given point.

So now let's suppose it takes $\frac{1}{3}$ a day, to get something actually THERE. And it takes $\frac{2}{3}$ of a day to change a couple numbers on it and some paths. However, you can have one person work on either of the two, or if you have REAL teamwork, you can split it into 3 third-day tasks! We'll follow the reality and realize that at most we're only going to get two people who are reliable enough to do this properly.

So now you only need half as many chances effectively, or rather you HAVE twice as many half-days as you had days. So, 438 chances to get stuff actually in there. Actually, since MAYBE another guy or two could swap in to do the second half of the procedure, you're going to end up with even more. I won't bring in more math to confuse you at this point.

How many things do you suppose Reborn has to add in there?

How long does it honestly take Renardin to slap together the same 3 (from what I've been shown; anybody still have a copy of that "Learn to texture like Reborn" thing?) base textures and then scratch them up and MS Paint it around?

How long do you suppose it REALLY takes to rig each character, considering we can get done maybe.. I dunno, five a day?

How long do you think it REALLY takes to edit some statistics for the units, considering a reckless abandon and disregard for both balance and truth-to-original? Meaning you can just throw out some ballpark values. "Mammoth huh. Let's put 50. Titan? Let's put a 20 here" is the idea of that.

Come on. How many chances do they really, really need? Ffs.

I was told back in January that it'd be out in March, and then I was told in somewhere around May that it'd be out for SURE in August, and then I was told... well who cares because it was all bullshit and apparently there's a lot less done than it'd seem. I don't think you need me to go into how many times it was "for sure" out the previous years. I don't know how reliable their "Dev Blog" thing is in terms of statistics because based on it I'd expect a whole fuckton more actually, I dunno, done since it was listed as done.

By the way if you want me to try to dig up quotes for when it'll be "surely out" I can try, no promises since I had a hard drive crash and scrapped a lot of the files I didn't need/feel like

recovering.

By the way if you want to know some of the "other side" you might want to read my post over at the other forum. Basically a lot of stuff was misconstrued to appear differently than it really was, and (intentionally? accidentally?) put a negative spin on the team.

EDIT HOMG

Freak wrote on Fri, 23 December 2005 14:03i asked renardin what the wolverine is really like or if it actually moonwalks and he showd me this:

<http://www.cncreborn.iconique.net/wolverineanimation.wmv>

not only that but you can obviously see where your shooting appears ack couldnt install a script whos the liar now bitch

Proof he didn't do that AFTER we pointed out it was fucked, please. The whole point was to point out it was fucked to force a change. The scripts were in AK's posession, by the way.
