Subject: Re: Star Wars Empire at war Demo
Posted by icedog90 on Thu, 19 Jan 2006 22:35:33 GMT
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Well, this game rocks so far, but there maybe two things that bug me the most right now...

1. Cinematic mode is rather annoying; they need to fix it. When there is a big battle going on and I want to see the whole thing in cool views, it would first look at some random troop all the way across the map, and other times just randomly focus on a creature walking around, totally ignoring the huge battle.

2. The explosions need work. They looked really good in the trailers, but now they look really bad. I don't know why they changed them to look worse, but I hope a lot of things in this demo aren't finalized.

I didn't find anything else that bugged me. I played the demo for a solid two hours or more. It also ran nicely on maxed out detail (except soft shadows weren't on and I had anti-aliasing on 2x). Both gameplay and graphics match up pretty well, whereas in Age of Empires III it seemed as if ES put more work in the graphics than the gameplay.

EXCELLENT JOB PETROGLYPH!