Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by terminator 101 on Wed, 19 Apr 2006 03:09:01 GMT
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Kanezor wrote on Tue, 18 April 2006 13:51You'd think that after 30+ years, game developers would start writing better AIs instead of still needing to make the AI cheat in order to make it win. AI is still developing, and it will take long time for it to be smart enough, so that it does not have to cheat.

I have yet to see a strategy game where AI does not cheat.
Actually, I think that AI in Praetorians does not really cheat, but I don't know for sure.