
Subject: Re: Microsoft Has Really Done It
Posted by [icedog90](#) on Sat, 30 Dec 2006 07:59:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Fri, 29 December 2006 23:25: What? HL2 was really disappointing compared to the first Half-Life,

first, in HL2 there is a terrible weapon selection, and they are all fairly generic weapons, with the exception of the crossbow, which is nothing compared with the cool alien weapons you got in HL1.

Second, the single player in HL2 is a joke, the "Advanced AI" is laughable, the enemies duck behind a door, shoot at me, stop to reload and take bullets in the head until they die. I'm not seeing 6 years of improvement here. Oh, right. The single player. The campaign is short and the puzzles are pretty much a joke. Actually, an insult to your intelligence.

Third, Steam. The game requires you to be connected to Valve's Steam service which forces you to be online when you want to play HL2, add to the fact that Steam uses quite a bit of resources, putting people with worse computers at a disadvantage.

Fourth...ly, Multiplay. Oh my god, where do I start with this... HL2's multiplayer is just bad. Enough said. HL1's multiplayer is way more fun with the better weapon variety, who cares if there is no gravity gun, there's like 6 more to make up for it. Counter-Strike: Source is okay, if you like doing the exact same thing 400 times in a row on de_dust2.

The engine. The physics in this game are quite good, I will say that, although the sound in this game is atrocious. There is no background music ever playing for more than 30 seconds, and it seems to start blaring at the most awkward times, and voices seem to suffer from an odd stuttering now and then.

Storyline, What storyline? What the fuck is going on? People who have not played HL1 won't have a clue what it's going on, and even if you have played it, you will find the storyline in this game to be pretty....lacking. Having the doctor telling you "Gordon, go from here to the big tower called the citadel and blow it up" would have been better than a million unanswered questions and tiny useless tidbits of information tossed your way now and then.

Well, that's all I can bitch about HL2 for now. I hope my argument was good.

Half-Life 2 is a sequel. Of course people who haven't played Half-Life 1 won't know what the hell is going on. They can't design the storyline to somehow make sense right in the middle. Also, it still doesn't fully make sense because the game isn't finished. I really don't know what you're trying to point out here.

Why are you listing the engine as a complaint? You said that voices stutter (which is only true if your computer can't handle the game very well) and that the way the music is presented doesn't suit your tastes. Neither have anything to do with the engine. If you want music all the time, just open Winamp or something.

As for multiplayer, the game wasn't designed to have its own multiplayer. Not all games have to have a huge dedication towards multiplayer. I don't see what is wrong with having a singleplayer game. Half-Life 1 is a singleplayer game. The multiplayer it has are games that are being remade for Source. Counter-Strike: Source isn't even an attachment. It's a whole game that uses the Source engine, which comes with Half-Life 2 so that people wouldn't complain so much about there being no multiplayer... this doesn't really have any relevance to the actual design and gameplay of the game.

Everyone can agree on the fact that Steam really sucks. But, Steam was around before Half-Life 2, and it wasn't any better than it is now. This doesn't have anything to do with the design of Half-Life 2.

I agree that the AI isn't that great, but that shouldn't be all you're looking for in a singleplayer campaign. It seems to be your main reason as to why the campaign sucks, besides the length of the whole thing. It took me six days to beat the game, and that was playing an hour or two a day. The length is roughly the same as Half-Life 1.

It's true that there weren't any Xen weapons, but it wouldn't really make much sense with the storyline if you could still get them in Half-Life 2. The gravity gun makes up for the lack of Xen weapons. Both the buggy and airboat are also great additions. I think the puzzles are fine. Some of them were really easy, but there were also some that took me a while to figure out. If they were any harder, I think millions of people would get stuck in the campaign and complain like crazy (trust me, there is a large percent of people out there who aren't great thinkers).

Edited to be more friendly...
