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Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 15 Dec 2007 01:21:21 GMT

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Quote:one word: desolator

What about the desolator? It was the ultimate short-ranged infantry killer. Against tanks though, the thing's useless. Even a large group of desolators can barely hurt an Allied vehicle.

Quote:Irrelevant question, since none of those have interactive elements.

They're all elements of entertainment though, because people like stories and stories are entertaining. What's better - a good game with no story, or a good game with a good story? I do agree that gameplay is more important, but story is not something you can just brush off. As I said earlier, even review sites like Gametrailers put storylines to the test, so it therefore has to be something important if even game reviewers are watching for good stories and bad stories.

Quote:

yes, but I'll take a better game with a crap storyline (Generals) over a crap game with a good storyline (tib sun) or, dare I say it, a crap game with a crap storyline (ra2)

Ok, so we're getting somewhere. You don't like RA2 because you think the gameplay is crap, while I like RA2 because I think the gameplay was fast, fluid, and fun.

Quote:

Sidebar's utterly important... cutscenes and movie briefings are a nice bonus, but they won't be the reason people still play a game five years after its release.

Yes, but the cutscenes/movie briefings/sidebar is what made Westwood's games unique... if I wanted to play a Generals-styled game, I'd just go for Starcraft and Warcraft, which were both arguably the same style of RTS. And frankly a lot of people liked those games over Generals.

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