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Subject: Re: C&C Tiberium - FPS Game

Posted by [Titan1x77](#) on Tue, 18 Dec 2007 22:55:57 GMT

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Well, there goes my post about kicking around ideas. What I dont get is why these projects are kept secret for so long? Maybe if this news was released to the community 2 years ago, the feedback on what the actual "players" and consumers want, could of atleast been taken into consideration. Now we have a game thats been planned out and has pretty much determined it's main gameplay. Sure a few tweaks can be made, but why does your boss send you out so late for feedback?

If I was you Apoc, I'd be asking him that same question, in your line of work it would help to gather any ideas and thoughts alot earlier on. Your job seems to be involved on breaking the news and hearing the backlash. Something I wouldn't enjoy doing, and I feel for ya. In the future, maybe "leak" a little something out before hand.

ohhh wait, im sure most of us here remember that odd post someone found months ago about a C&C FPS, and we all speculated on that...maybe EA was watching some of the comments about that article??

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