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Subject: Re: Do You Like E.A. Games?. I Think.  
Posted by [R315r4z0r](#) on Sat, 19 Apr 2008 05:36:11 GMT  
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Jerad Gray wrote on Fri, 18 April 2008 12:16I dislike EA because it seems they make stupid last minute decisions.

EX:

Killing Westwood because Renegade wasn't selling right off the bat as much as they wanted. I might be wrong with this but didn't Westwood die BEFORE Renegade was released? Meaning EA canceled (or took over) development and sales had nothing to do with it..

Jerad Gray wrote on Fri, 18 April 2008 12:16

Also their developers also make stupid last minute decisions.

EX:

In CnC3 they removed the walls, the way you build buildings is to quick, one engineer to capture a building (which in the original games I kind of liked but without walls and the retarded building method an engineer captures just one of your buildings and 10 seconds later GDI has 50 of their sonic turrets deployed in your base, and your construction yard is dead). Also the base defenses are under armored and relatively weak, virtually building them is just a waist of money.

Well actually it wasn't a last minute decision and I support it 100%. It is a reasonable excuse too. The building system in TW is a free-build system meaning you can build anywhere there is flat accessible terrain. This causes a problem with structures that aren't structures (i.e. Walls). The AI pathfinding gets screwed up and messes up the game. They did have walls in the game up until the final stages but the pathfinding just wouldn't work right. You can see how it screws up in all the wall mods that are out there. I would rather have a game that works rather than looks pretty.

However in Red Alert 3, they are going back to the grid system they had in the past games, except now it is in 3d. The grid system helps pathfinding a lot and allows walls to be in. APOC recently said that walls will be in.

But as for TW, I know I really wanted walls to be in it, but I support them not putting them in because I know they don't work. And lengthening development just to fix some walls bugs seems kind of dumb to me. At least they left the code in the game for modders..

And also at the quote that was quoted in the above post: Generals sucked all forms of failure. As a C&C and as an RTS in general.

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