EA should just buy all the gaming companies already so games can be more standardized. I'm tired of buying a game and not knowing what exactly to expect in the different aspect(s) of the game.

As you can see with EA's current games they have a very linear approach, making it much simpler to predict how games with play out. Sometimes I try games and there's all these weird new features that I've never seen before, I don't understand why anyone wouldn't want to just control different points around the map for various lengths of time until they get blown up by grenades.

I guess that's why EA is so successful though, stick to what you know best and milk it continuously. Creativity was so 90s