
Subject: Re: Do You Like E.A. Games?. I Think.
Posted by [Spoony](#) on Tue, 22 Apr 2008 18:20:56 GMT
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R315r4z0r wrote on Tue, 22 April 2008 12:57 They did not have anything to do with balance. They made blogs on how balance was made, those people were not there for weeks, they were only there to answer questions and test out the game. The only feed back they gave was for gameplay.

Of course there was balance feedback but most likely only slightly. Read Greg Black's "Art of Balancing" blog on the EA website... I don't feel like getting the link. It shows how much work he goes into balancing each unit at a time.

Also, they were the ones who got stuff most other people don't like in. They also requested some other things as well that are liked, however I don't know what they are...
you are absolutely dead wrong.

Quote:the "pros" you referenced earlier had EVERYTHING TO DO WITH BALANCE, they were at EA for weeks playing 1v1s constantly against other top players making sure every matchup was fair, if it wasn't fair then they tweaked the strengths of particular units, the game would be altered accordingly and they'd repeat the process the next day.
^ that's what happened. you're probably thinking of something else, either that or you're making stuff up as you go. that ^^ is how the alpha testing went.

R315r4z0r wrote on Tue, 22 April 2008 12:57 And I say "pros" not because I think they are good... but that is what EA called them. I happen to think anyone who considers themselves a pro is a moron... but that is just me.
you're dodging the point - who said they consider themselves pros?

what's more, EA call them "pros" because they're experts at RTS and actually know about balancing... most people here don't.

R315r4z0r wrote on Tue, 22 April 2008 12:57 Oh yea, I also remember the 1vs1. And like I said, they don't prove anything in the way of skill.
that explains the fact you asked me for a 1v2, then proceeded to lose in a 1v1...

as for not proving skill, we've already established this to be garbage, but perhaps you missed that revelation. For starters, do you remember the fact I controlled the field with an arty for virtually the entire game, and here's the weird part; you never actually tried to kill me? Just fixed your buildings?

on the subject of whether 1v1s can "prove skill", you basically proved you don't really know a damn thing about this game, even the basics like "if someone's attacking your base, it's a good idea to kill them". I dunno why you go around asking for 1v2s...
