a000clown wrote on Thu, 29 July 2010 03:11Everyone uses different terms for preview releases, there's no standard for naming something an alpha/beta/rc etc. However, I'd say it's reasonable to assume their internal builds can be considered private alpha milestones.
That said, I do agree that the "beta" should resemble what the developers intended as being the end result, opposed to leaving out a lot of content (vehicles) which is a major defining aspect of the game.
That makes no sense though. The way games are created and tested is that they first go into internal alpha testing, which is like preliminary tests to make sure specific functions work. Then they move into internal beta testing, which is basically bare yet playable variations of the final game. There is the optional public beta that is used to gain more feedback and help the game get better. Then they move to gamma which pretty much release candidates and then finally they release the full version of the game.

The beta was a fully working and playable part of Reborn. Contrary to what you might believe, nothing was cut out of the game. The vehicles weren't in there because they weren't done. Why would they throw half the roster of unfinished vehicles in that you wouldn't be able to drive correctly or use fairly in battle with the enemy? It's a waste of time and file size; it would have only served to increase the file size of the download and lessen the already short life that the infantry beta did have.

The fact of the matter is that the Reborn dev 'team' is barely a team at all. It's only a handful of people. 80% of the content in the game is done, start to finish, by one single person.