R315r4z0r wrote on Mon, 14 March 2011 19:41Altzan wrote on Mon, 14 March 2011 22:12Halo is a blast to play, but it is nowhere near as competitive as other titles can be.

As for console vs PC, you can't say PC is automatically better because of the mouse, or whatever you might have been referring to. Sure, PC is my favorite platform, but whether or not it's better is simply an opinion.
A console FPS is only better than a PC FPS if there is no PC version available.

Any time else, the PC interface trumps a controller anytime. Try using a gamepad in a PC FPS and you will find yourself outmatched.

Dover wrote on Mon, 14 March 2011 20:40
If by "do well", you mean sales, then yeah you're right. But I'm unconcerned with that. If you mean anything else, you're probably wrong. If GoldenEye was ever released for the PC, and I was allowed to play against you on your N64, I would beat you so hard that you would think you were an unwanted stepchild. GoldenEye was a lot of fun, but it was also the epitome of bad console shooter control scheme (By today's standards). It just sort of got off easy because there wasn't anything to compare it to at the time, and because a legion of N64 players look back on it with a metric ton of nostalgia.

Saying Halo is by far the most competitive FPS you've played gives me a great idea what your shitty gaming habits are. I'll tell you what, Quake 3 Arena is available on Steam. Go buy it and I'll show you what real competitive FPS is about. You might have a hard time since the game moves at a brisk pace and your aim and reflexes actually matter, but through the ass-kicking you'll receive, you'll come to a realization: Halo sucks.
Do well in sales, sure. But I'm more focusing on the quality of the game itself. There is no PC involved in their development (except for Halo's PC ports which are after the fact so they do not apply). No ifs, ands, or buts about it. They are excellent games in their own right, within their respective time frames, of course.

As for competitiveness, I have very fond memories of Halo... particularly Halo 2. I've never seen so much drama caused over a single game in my life. Halo 2 was an extreme source of anger and frustration. I'd play it with friends a lot and some times there would be fun, happy moments... but most of the time we where either yelling at each other or at the people we were playing with. And I'm not talking your average Xbox LIVE trashing that you hear every 12 year old spout... I mean squabbles over the tiniest details in weapon consumption and foot placement and jump timing. In fact, one of my friends grew such an inconsolable rage that his parents eventually banned him from playing it.

If that is not competitive, then I do not know what is.

Don't get me wrong though. I'm sure there are many other games that are competitive such as the game you mentioned. There really is no way to say which is more competitive. It's like comparing the competitiveness of baseball and hockey. People will like one over the other and therefore

compete in that one as opposed to the other. There is no definitive better of the two. Just as their is no definitive competitive pinnacle of an FPS title.

If getting emotional over games like that does it for you; then you aren't playing them for the right reason. Just buy some Estrogen tablets, hire out the notebook and sit your little self down with a box of tissues and have a great time.