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Subject: Re: Red Alert: FPS

Posted by [OWA](#) on Wed, 02 Oct 2013 13:26:28 GMT

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zunnie wrote on Wed, 02 October 2013 14:11Gameplay..

I was hoping that you could convince me a little more than that, but whatever floats your boat I guess.

I'm not sure how different you can really make it to be honest, seeing as both games have C&C mode as their primary game-type.

I guess you could tweak the balance a bit and implement certain units differently, but at the end of the day there's no denying that the two projects are really quite similar.

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