
Subject: Re: Red Alert: FPS

Posted by [EvilWhiteDragon](#) on Wed, 02 Oct 2013 22:02:30 GMT

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nikki6ixx wrote on Wed, 02 October 2013 23:53One Winged Angel wrote on Wed, 02 October 2013 06:00

Sounds like APB to me. What's going to be different that will make me want to play RA:FPS instead of APB?

zunnie wrote on Wed, 02 October 2013 06:11Gameplay..

I don't know anything about game development but I do know a thing or two about project management and if 'Gameplay' is your only clear, tangible goal, this project will be dead by the end of the month.

I wouldn't say dead per se, but I'd agree that the chances of a decent release are actually *really* low.
