Subject: How can one Studio suck this much?
Posted by Jecht on Tue, 23 Aug 2005 02:35:55 GMT
View Forum Message <> Reply to Message

I was cruisin the Internet lookin at the Electronic Arts Los Angelas page searching for an e-mail address to send Hate mail to when I noticed the "franchises" button. I then pondered just how busy they were. Perhaps EALA has so many games to deal with that it just couldn't fit in a C&C game yet since Generals. I mean it IS Electronic Arts, the largest gaming coproration in the world. So upon clicking the link what I found was somewhat surprising. EALA deals with two franchises, thats it. Medal of Honor, yes the seeming endless sucktacular games that rape World War 2 over and over again with absolutely no end in sight, and the battered, broken and crying Command and Conquer Series. This leaves me with a certain amount of hope for a new game in the series thinking it might be among their top things to do, even with Mark Skaggs gone. But then that hope becomes dissapointment, for we all know what happens when Electronic Arts produces a game. Its riddled with bugs, has design flaws, and has an overall feeling of a game that is uncomplete. I continued surfing there website when I noticed a section of the Nav that stated "A day in the life". Interested in how far they had there head up their ass, I hovered over that option and the rollover gave me the option to click on many sub categories. One caught my eye "How we make games".

"Electronic Farts"
 How EA Makes Games

Each game starts as an idea.How can we fuck over fans of our series into giving us money while doing as little work as possible? Add a commitment to spend money (Remember, we want to spend as little as possible to avoid showing we care about what we do.) to the idea and you're on the way toward turning the idea into reality. Students involved in our EA Academy program do not typically play a role at this stage, but it is important to talk to the people who are involved in this process to gain an understanding of this key part of the process.As they are grossly overworked and underpaid, we make sure to buy the best whips on the market as to ensure they rush games to release every time! Afterall, who wants to fix bugs? Thats boring!

After the company makes a formal commitment to make a game, designers and producers begin to define the project in the pre-production phase. The game designers create a game Design Doc that specifies gameplay, fiction, characters, and levels. At the same time, producers begin creating a list of tasks, broken down individually and grouped into phases. Within these phases, tasks are ranked by priority and based on their dependence on the completion of other tasks. A schedule is created(remember, we don't want to spend too much time on a project!) and resources assigned. EA Academy participants involed in game production can be involved during this stage.

In the next phase, Prototyping, artists and engineers become involved. Tools engineers begin developing software and processes that enable artists and software engineers to work more efficiently and effectively(remember the whips). Software engineers and artists begin transforming the ideas contained within the game Design Doc into a game prototype. EA Academy participants are often involved in this stage. Tools engineers may create a system for the artists to easily review, tweak and insert animations or special effects. Artists create 3D and 2D models and develop textures, maps, and animations. Software engineers code the game mechanics, the

story, and the various game engines. Production Assistants coordinate, break down, and prioritize tasks as well as ensure that the project continues to hit its milestones.

Once enough of the basic framework of the game has been created in the Prototype stage, the game hits Full Production, where it passes through the alpha and beta phases before becoming final. The team adds more artists and engineers as needed. At this point, the bulk of the art, animation, engineering, and design elements are in place, there is a basic working game engine. Localization also begins at this point. All effort is given to coordinating the teams to create, build and integrate game assets in progressive milestones that culminate into the final product. Many EA Academy interns work in this phase of the game development process(Let's hear it for free labor!). The job descriptions are similar to those described in the previous phases.

During the development process, the game reaches three critical software milestones: alpha, beta, and final(Three basic milestones: Shit-sandwich, turd, and crap). As the game gets closer to meeting the requirements for each phase, the intensity of the job picks up. The alpha and beta phases trigger other parts of the organization to begin working on the game before it becomes the final game asset. For example, marketing and communications begin preparing the packaging, in-game manuals and press releases. Artists and engineers in our online division begin creating content to support and promote the game. The EA Academy typically has interns involved in a wide variety of these types of roles throughout marketing.

It may seem like Im obsessing over my hatred of EA. But I'm here to tell you...

I know that.
http://jobs.ea.com/eala/franchises.html

[/rant]

Subject: Re: How can one Studio suck this much?
Posted by deerwalk on Tue, 23 Aug 2005 03:50:33 GMT
View Forum Message <> Reply to Message

There technical support also sucks!

Subject: Re: How can one Studio suck this much?
Posted by Lijitsu on Tue, 23 Aug 2005 05:04:31 GMT
View Forum Message <> Reply to Message

deerwalk wrote on Mon, 22 August 2005 23:50There technical support also sucks!

...Shut... Up... Just shut the hell up.

Subject: Re: How can one Studio suck this much?
Posted by Kanezor on Tue, 23 Aug 2005 06:48:52 GMT
View Forum Message <> Reply to Message

Lijitsu wrote on Mon, 22 August 2005 23:04deerwalk wrote on Mon, 22 August 2005 23:50There technical support also sucks!

...Shut... Up... Just shut the hell up.
But it's true!

Subject: Re: How can one Studio suck this much?
Posted by emperorz0 on Tue, 23 Aug 2005 17:21:52 GMT
View Forum Message <> Reply to Message

EA sucks!

Subject: Re: How can one Studio suck this much?
Posted by Lijitsu on Tue, 23 Aug 2005 18:21:41 GMT
View Forum Message <> Reply to Message

Kanezor wrote on Tue, 23 August 2005 02:48Lijitsu wrote on Mon, 22 August 2005 23:04deerwalk wrote on Mon, 22 August 2005 23:50There technical support also sucks!

...Shut... Up... Just shut the hell up.
But it's true!

Yes, but everyone and their Grandmother knows this. Therefor, it is a useless comment.

Subject: Re: How can one Studio suck this much?
Posted by deerwalk on Tue, 23 Aug 2005 20:02:08 GMT
View Forum Message <> Reply to Message

Lijitsu wrote on Tue, 23 August 2005 00:04deerwalk wrote on Mon, 22 August 2005 23:50There technical support also sucks!

...Shut... Up... Just shut the hell up.
No.

Subject: Re: How can one Studio suck this much?
Posted by Jaspah on Tue, 23 Aug 2005 20:18:23 GMT
View Forum Message <> Reply to Message

Spreadin' the hate.

Subject: Re: How can one Studio suck this much?
Posted by deerwalk on Tue, 23 Aug 2005 20:25:43 GMT
View Forum Message <> Reply to Message

Nice signature

Subject: Re: How can one Studio suck this much?
Posted by Dave Mason on Tue, 23 Aug 2005 20:36:45 GMT
View Forum Message <> Reply to Message

Cheese!

Subject: Re: How can one Studio suck this much?
Posted by Dave Anderson on Tue, 23 Aug 2005 22:06:31 GMT
View Forum Message <> Reply to Message

Quote:...Shut... Up... Just shut the hell up.

Leave him the hell alone. He has a right to express his opinions. Just like everyone else.

Quote:Yes, but everyone and their Grandmother knows this. Therefor, it is a useless comment.

La De Fucking Da.

Aside from my 5 minutes of anger as seen above...

SPREAD THAT SIGNATURE!!! W00T!

Subject: Re: How can one Studio suck this much?
Posted by Jecht on Tue, 23 Aug 2005 22:30:25 GMT
View Forum Message <> Reply to Message

I didn't make it, but I found it in GR. And liked it.

Subject: Re: How can one Studio suck this much?
Posted by Aprime on Wed, 24 Aug 2005 03:20:11 GMT
View Forum Message <> Reply to Message

You're all idiots.
I don't believe I really need to justify what I said as it is true,
that signature is also utterly retarded.

Your way to propagate your hate towards a company like Electronic Arts is ridiculous and meaningless to the eyes of the people who own the corporation, perhaps it has an effect on the moral of the people who work for the corporation, but why attack the employees?

Subject: Re: How can one Studio suck this much?
Posted by Jecht on Wed, 24 Aug 2005 03:34:49 GMT
View Forum Message <> Reply to Message

Comrade wrote on Wed, 24 August 2005 13:20You're all idiots.
I don't believe I really need to justify what I said as it is true,
that signature is also utterly retarded.

Your way to propagate your hate towards a company like Electronic Arts is utterly ridiculous and meaningless to the eyes of the people who own the corporation, perhaps it has an effect on the moral of the people who work for the corporation, but why attack the employees?

Thanks for your input, now get the fuck out of my thread.

Subject: Re: How can one Studio suck this much?
Posted by deerwalk on Wed, 24 Aug 2005 04:07:24 GMT
View Forum Message <> Reply to Message

gbull wrote on Tue, 23 August 2005 22:34Comrade wrote on Wed, 24 August 2005 13:20You're all idiots.
I don't believe I really need to justify what I said as it is true,
that signature is also utterly retarded.

Your way to propagate your hate towards a company like Electronic Arts is utterly ridiculous and meaningless to the eyes of the people who own the corporation, perhaps it has an effect on the moral of the people who work for the corporation, but why attack the employees?

Thanks for your input, now get the fuck out of my thread.
pwnt!

Subject: Re: How can one Studio suck this much?
Posted by Aprime on Wed, 24 Aug 2005 04:29:54 GMT

gbull
Thanks for your input, now get the fuck out of my thread.

Evolve first.

deerwalk
pwnt!

Nobody gets "pwnt" by Grossbumsack.

Subject: Re: How can one Studio suck this much?
Posted by deerwalk on Wed, 24 Aug 2005 04:48:23 GMT

Damn i wish i was smart enough to think of something that great.

Subject: Re: How can one Studio suck this much?
Posted by Aprime on Wed, 24 Aug 2005 05:14:09 GMT

deerwalk wrote on Wed, 24 August 2005 00:48

Damn i wish i was smart enough to think of something that great.

Damn I wish it was intended to be "great" in the first place.
Your own signature says a shit load about you.

Subject: Re: How can one Studio suck this much?
Posted by Lijitsu on Wed, 24 Aug 2005 05:50:32 GMT

Comrade wrote on Wed, 24 August 2005 01:14deerwalk wrote on Wed, 24 August 2005 00:48

Damn i wish i was smart enough to think of something that great.

Damn I wish it was intended to be "great" in the first place.
Your own signature says a shit load about you.
deerwalk's signatureRenGen Head of Management
Yes, i think youve got him there.

Subject: Re: How can one Studio suck this much?
Posted by Jecht on Wed, 24 Aug 2005 12:14:48 GMT
View Forum Message <> Reply to Message

Comrade wrote on Wed, 24 August 2005 00:14deerwalk wrote on Wed, 24 August 2005 00:48

Damn i wish i was smart enough to think of something that great.

Damn I wish it was intended to be "great" in the first place.
Your own signature says a shit load about you.

Your still here, in my thread. Why? Did at any point in my first post say I wanted C&C on my posting methods?

Bottom line, I hate EA for fucking with a franchise I have played since 1995 just so they could strengthen their Monopoly upon the gaming industry. Even Madden, the football game that ive played since 1994, sucks now. They don't even try. They keep using the same engine, and changing the roster and adding one feature that is impervious to the gameplay. Not to mention it is RARE to find an EA game without an obvious bug in it. So either the coders are lazy, or EA doesnt give them enough time to properly test. Comrade, its a hate you don't understand, and thats ok. So get the hell out.

Subject: Re: How can one Studio suck this much?
Posted by Ma1kel on Wed, 24 Aug 2005 13:36:13 GMT
View Forum Message <> Reply to Message

Does this looks like a spam sub-forum, the Moderators should remove this.

Subject: Re: How can one Studio suck this much?
Posted by Kanezor on Wed, 24 Aug 2005 14:39:02 GMT
View Forum Message <> Reply to Message

No, but it does look like a General Discussion forum, in which case, spam is quite general.

Subject: Re: How can one Studio suck this much?

Posted by Jecht on Wed, 24 Aug 2005 15:04:11 GMT
View Forum Message <> Reply to Message

Ma1kel wrote on Wed, 24 August 2005 08:36Does this looks like a spam sub-forum, the
Moderators should remove this.

Who owns the copyrights to Command and Conquer Renegade?

Subject: Re: How can one Studio suck this much?
Posted by bigejoe14 on Wed, 24 Aug 2005 15:13:45 GMT
View Forum Message <> Reply to Message

gbull wrote on Wed, 24 August 2005 08:14Bottom line, I hate EA for fucking with a franchise I
have played since 1995 just so they could strengthen their Monopoly upon the gaming industry.
Even Madden, the football game that ive played since 1994, sucks now. They don't even try.
They keep using the same engine, and changing the roster and adding one feature that is
impervious to the gameplay. Not to mention it is RARE to find an EA game without an obvious
bug in it. So either the coders are lazy, or EA doesnt give them enough time to properly test.
Comrade, its a hate you don't understand, and thats ok. So get the hell out.

Cry cry cry.

It's big business. Get over yourself.

Subject: Re: How can one Studio suck this much?
Posted by Jecht on Wed, 24 Aug 2005 15:30:05 GMT
View Forum Message <> Reply to Message

Will do, but I'm keeping the sig, and my Hatred k?

Subject: Re: How can one Studio suck this much?
Posted by Halo38 on Wed, 24 Aug 2005 15:37:27 GMT
View Forum Message <> Reply to Message

EA Europe isn't that bad,
I don't hear nice things about EA in the US though.