Subject: What do you HATE about video games?
Posted by Viking on Sat, 24 Mar 2007 06:57:43 GMT
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Lets list the things we hate most about video games!

Things I hate in games the most.

-Crates: Why is their a wooden box in the middle of the sewer that I smash open and find bullets in it? Why is their a stack of wooden crates just sitting in the middle of this random alleyway with clips in it? Make something different from a crate!

-Save points: I can see why their were save points back on the NES/SNES and those system buy home come when consoles have built in HDD's we still have to find a save point 50 miles away from the boss?

-Cut scenes you cant skip: I don't see why people make cutscenes so you can not skip them! After I have seen it the fist time I do not want to watch it 20 more times because I cant kill the boss and have to keep trying!

-Why do you always start out with a POS weapon: Why can I not start out with a descent weapon and get better ones? Seriously when I was buying the game and saw the awesome plasma gun on the box I did not buy it to play half the game with the pistol before I get the plasma gun than I can not find ammo for it anywhere!

-Bosses you have to hit in the same spot 10 times to kill: Thats the worst thing ever, I want challenge! After I do them move 1 time I can do it again so why not make me able to kill him another way! Repetitive stuff sucks!

-Exploding barrels: Other things expload you know!

The #1 think I hate most is........

-When I see a preview for a game and all they show are screenshots from a cutscene than I get the game and it looks like it should be on PS1. Thats fucking bullshit.

Also EA, I hate EA.

Now you guy's go!

Also I hate it when you get to a good part in a game and than they tell you to go find item "x" and than thats all they tell you. You have to search around for it for 3 hours and its annoying as hell!

Also week ass looking doors you need a key to open! Why can you not just nock it in or blow it up with the 50 gronades/bombs you are hauling aroun!?!?
[/EDIT]

Subject: Re: What do you HATE about video games?
Posted by Zion on Sat, 24 Mar 2007 13:21:20 GMT
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The fact that it's not real.

Subject: Re: What do you HATE about video games?
Posted by reborn on Sat, 24 Mar 2007 14:13:17 GMT
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The thing I hate most about video games is the influence it can have on people with fragile and delicate minds.

I also dislike the fact that I am funding large corperate companies to make more of these games and grow even larger, squishing out the little guy and dominating the market, whilst treating there employee's a pitance and treating them unfairly.

What I love about video games is the escapism from the real world.

Subject: Re: What do you HATE about video games?
Posted by terminator 101 on Sat, 24 Mar 2007 14:34:18 GMT
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Great thread, I was going to make one like this (eventually).

1. I hate when a game does not follow logic by default (or common sense) and when it does, it gives you no hint. Example: In one of Renegade missions(the one after your plane gets shot down), you have to destroy two SAM sites very quickly after you get it as objective(or you will fail the objective and the Orca designed to destroy the huge turret will get shot down). The thing is, the game does not tell you that, and there are few enemy soldiers next to the SAMs that will delay you, and cause objective fail.

2. I hate that every time you play the game, enemies are always in the same places. So playing second time can get lot more boring. More random enemy placement would be much better

3. When it is not obvious enough what you can destroy and what you can't.

4. When objects that look very interactive are not interactive at all.

5. Every time you play the game, the maps always look same and have same layout(even on-line

maps). I would like singe and multiplayer maps to vary a bit. Example: Why is Hourglass always same boring map? Would it not be nice if the tunnel under the hill would sometimes change so that it would allow vehicles through?

6. When you are not rewarded with nice cutscreen with some good action and/or great music after you finish a level.

I have more gripes with games, but these are the major ones.

Subject: Re: What do you HATE about video games?
Posted by [NE]Fobby[GEN] on Sat, 24 Mar 2007 14:40:45 GMT
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I hate it when games are repetitive

Subject: Re: What do you HATE about video games?
Posted by cmatt42 on Sat, 24 Mar 2007 16:13:39 GMT
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I hate whiners in multiplayer.

Subject: Re: What do you HATE about video games?
Posted by SeargentSarg on Sat, 24 Mar 2007 17:10:21 GMT
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1) Game ends so ppl quit
2) n00bs commit suicide right b4 they quit
3) teamhampering

Subject: Re: What do you HATE about video games?
Posted by Viking on Sat, 24 Mar 2007 17:49:23 GMT
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Diablo is cool it is never the same level twice!

Why are their barrens in the middle of hell that I can destroy and find a bow and arrow in?

"4. When objects that look very interactive are not interactive at all. "

Yah I hate that shit! You see a gun on the wall or a knife or something but you cant pick it up and use it!

"What I love about video games is the escapism from the real world."

Yah real life sucks, paying bills and stuff (lol I don't have to yet@

Subject: Re: What do you HATE about video games?
Posted by flyingfox on Sun, 25 Mar 2007 01:01:02 GMT
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-Repetition

-When things happen that seem logical but could never happen in real life, like being able to jack any car driving around, fall from a skyscraper and survive, etc.

-Ridiculous unrealism. eg. when you have a big gun like a shotgun, run up and blast someone at point blank range, and they only go 'ugh' and continue what they were doing!! a*cheat name removed*!!

-Lag. eg. gunfire missing enemies, or the hits not registering. I also hate it when lag is a factor in screwing up strategies and core gameplay which, if no lag was present, would change the whole game.

-Puzzle games where bad coding means you can be stuck forever with no way forward e.g. Tomb Raider The Last Revelation, on one mission you have to pass through an underwater passageway, but the items required have to be already held, and they can never be found because they probably had to be aquired on a previous level.

Subject: Re: What do you HATE about video games?
Posted by Canadacdn on Sun, 25 Mar 2007 01:15:41 GMT
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Fanboys.

Subject: Re: What do you HATE about video games?
Posted by icedog90 on Sun, 25 Mar 2007 01:53:45 GMT
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Halo is a PRIME example of repetition.

Subject: Re: What do you HATE about video games?
Posted by Canadacdn on Sun, 25 Mar 2007 01:56:49 GMT
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Incorrect!

Counter Strike is the master of repetition.

Subject: Re: What do you HATE about video games?
Posted by icedog90 on Sun, 25 Mar 2007 02:13:25 GMT
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There is no incorrect. I find Halo to be a thousand times more boring than Counter-Strike.

Subject: Re: What do you HATE about video games?
Posted by Viking on Sun, 25 Mar 2007 04:05:24 GMT
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This is getting good! *Microwaves some popcorn*

Subject: Re: What do you HATE about video games?
Posted by PlastoJoe on Sun, 25 Mar 2007 04:59:29 GMT
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I like non-linear levels, but not ones you can get easily lost in. This is Halo's biggest problem. Renegade is easy to navigate, but there are only so many ways to play through a level.

Subject: Re: What do you HATE about video games?
Posted by Renerage on Sun, 25 Mar 2007 05:16:15 GMT
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The end of a game.
A good thing...ended for good.
Unless a sequel comes out 5 years later.

(Kingdom hearts 1 & 2)

Subject: Re: What do you HATE about video games?
Posted by Viking on Sun, 25 Mar 2007 05:43:04 GMT
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I hate when games are unrealistic on the weapons.

n00bjet dose more damage than a rocket to a helicopter.

Tank shot to the face only dose about half damage to someone.

I most hate when EA makes a game than expects me to give them my good money for it! Thats fucking BS!

Subject: Re: What do you HATE about video games?
Posted by Crusader on Mon, 26 Mar 2007 14:26:29 GMT
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I hate games when:

> the levels are very linear.
> there are balls-sucking maps where you can get lost/confused.
> the levels have little or no lighting (Doom 3).
> there are no vehicles to drive.
> you are allowed to carry only 2 weapons. (Stupid!)
> corporate scum like EA make it without any passion.
> everything takes place inside a damned building...all those corridors and rooms make me dizzy.
I like when maps have expansive outdoor environments (This is why I love Renegade).

Subject: Re: What do you HATE about video games?
Posted by Lone0001 on Mon, 26 Mar 2007 16:00:24 GMT
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When they are too short and games that have hacks or cheats for multiplayer.

Oh yea and EA they suck too not just for the main pretty much everyone thinks try one of their sports games theres another reason.(They are all crap)

Subject: Re: What do you HATE about video games?
Posted by Canadacdn on Mon, 26 Mar 2007 16:33:58 GMT
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I also hate micropayments.

Subject: Re: What do you HATE about video games?
Posted by luv2pb on Mon, 26 Mar 2007 17:24:12 GMT
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I hate final fantasy because you can only have one FINAL fantasy then it is over. You can't have 13 of them or the last 12 were clearly not the final ones.

pay to play pisses me off

Subject: Re: What do you HATE about video games?
Posted by warranto on Mon, 26 Mar 2007 17:40:29 GMT
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"Final Fantasy" is just the franchise name because it WAS supposed to be the final game that squaresoft put out before the company went under. However, it did so well that the company survived. Hence the reason it is no longer the "final" one.

Of course, they are all final games as there is no continuation between the story lines. Similar themes, yes, but different characters and stories.

Quote from Wikipedia

Quote:That same year, Square employee Hironobu Sakaguchi was charged with the creation of a game that might well prove to be the company's last. The result was Final Fantasy, a computer role-playing game for the Famicom.[1]

Sakaguchi, who was considering retiring after the production of the game, named it "Final Fantasy", a reference to the game being his last as well as his exit from the gaming industry . The game was successful, however, and returned the corporation to profitability.[citation needed]. Final Fantasy did much better than Sakaguchi and Square had hoped, and led to a North American distribution deal with Nintendo of America, who released to market Final Fantasy in the United States in 1990. Due to its success, Hironobu Sakaguchi's plans for retirement ended and he stayed at Square to develop new Final Fantasy games. It may also be possible that the reason every new Final Fantasy game has a new story, with new characters, is because the original Final Fantasy game was created with the belief that a sequel would never be created.

Subject: Re: What do you HATE about video games?
Posted by NukeIt15 on Mon, 26 Mar 2007 19:14:27 GMT
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What I hate:

-Poor level design. If you need to place an impenetrable barrier, then you need to make it high enough that the player couldn't jump or climb over it (Ren, I love you dearly, but lazy roadblocks suck). If you're going to leave out details in indoor areas, make sure you leave locked/broken doors around to create the illusion that those missing details are present (Halo was the ultimate fail on that point). Booby-trapping supplies is acceptable, but don't rely on just that for cheap

scares (I'm looking at you, Doom 3). Make sure the placement of objects makes real-world sense (i.e. most of Half-Life 1's crates and boxes were in storage rooms, its weapons in armories, and so on). Terrain holes also fall under this category, as do overdrawn collision boxes, invisible walls in the middle of nowhere, ridiculous object placement, and so on.

-Stupid AI. I'm standing next to explosive barrels, and the AI isn't shooting them. What is wrong with this picture? Also, AI sidekicks who run across your line of fire. Nothing sucks like having your friends turn on you because one of them got careless.

-Cheating AI. I don't care if it's for the sake of difficulty, the AI should not be able to do things that the player cannot (exception: dedicated non-human bosses). For a particularly egregious example, the AI in Homeworld: Cataclysm sometimes sends its production ships off the playable map to where the player cannot follow. Every time this happens, the game is broken because the current level cannot be beaten until all enemies are destroyed. On a similar note, RTS AIs should also not be able to build when they are out of money.

-crap gear/ubergear. ALL of the weapons in a game should have a purpose. If they don't, then stop placing them in the game world beyond the training level(s). It is fine to have certain weapons be weak against certain foes, but it is not ok to have one weapon that is nigh-on useless as soon as you find another, superior weapon. Doom 3's pistol is a good example of this- you use it in two situations, and two only: before you have a better gun, and when your better gun runs out of ammo. Its shots are weak and pathetic, taking two or three headshots to put even the most basic baddies down. This is bad weapon balancing. Again, we can use Half-Life 1 as an example of how things should be done- the pistol and the assault rifle share ammunition and do the same damage per shot. The pistol is more accurate while the assault rifle has a high rate of fire- thus, both weapons are useful in different situations.

-Things That Don't React(tm). If you place an object in my game world, and I can't destroy it or at the very least move it, a mistake has been made. This does not need to apply to huge objects, such as dumpsters and wrecked trucks and the like, but if I run across a park bench I can't tip or a tire swing I can't push around, I'm not happy with the environment. In System Shock 2, dating to 1998, almost every small object (chairs or smaller) can be pushed around or picked up, and some can even be consumed- you can't tell me newer games don't have the technology to do that (hell, SS1 had interactive objects and that's from the earliest days of 3D gaming).

-Indestructible vehicles. Halo loses here, big time. There is absolutely no way in hell you can justify having vehicles that can be driven around yet not destroyed. For that matter, it is even worse when weapons fire directed at the tires or treads or back seat applies to the driver instead of the vehicle. I'm sorry but whatever the reason may be, that's just bad game design.

-Super-linear gameplay. Linear is one thing- having a player complete objectives in a given order (I'm a fan of non-linear games, myself)- but when there aren't multiple ways to go about completing those objectives there is a problem. For example, in an RPG, where a given quest forces a stealth character to complete a sidequest using brute force alone (with no alternate path that allows the use of stealth), that is poor design.

-"Doom 3" lighting. Darkness is spooky; pitch black is lame. Light does not just shine in a straight line from the source, it reflects and refracts- but even in rooms with bright lighting, Doom 3 had

such dark shadows that you couldn't see what might be lurking in the corner. With all the shiny metal surfaces, that wouldn't happen. Remember- even a handheld flashlight can flood a room with light, even if the beam is tightly focused. Bad lighting equals poor level design.

Perhaps this is one of the worst:

-Things the game doesn't tell you until it's too late for the information to be useful. For example, if the only way to get past X enemy is with Y weapon with Z (amount of ammo) which you may or may not have because the game didn't clue you in ahead of time. This happened to me playing SiN Episode 1; one boss enemy can be put down rather quickly using the pistol's alt-fire, and takes up almost all your other ammo if you don't have that one type of shell. The game only informs you that you'll be needing this ammo for this enemy when you start the fight, and- surprise surprise- there aren't any spare rounds stashed in the arena. In other words, you're supposed to save up your pistol's alt-fire ammo even though you didn't know you'd be needing it for that purpose (it also happens to be quite handy for one-shotting other tough baddies, and you can only carry 8 shots). If you don't have at least most of your max load of everything else, you're boned for that fight and need to restart from an earlier save. That annoys the shit outta me.

I could go on, but that's more than enough.

Subject: Re: What do you HATE about video games?
Posted by [NE]Fobby[GEN] on Mon, 26 Mar 2007 19:40:16 GMT
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The reason why some games/mods incorporate darkness into the game is to hide the engine's visual faults. Theme is usually the main reason, but dark games like Doom 3 don't look so pretty when things are lightened up.

And yeah, that's lame.

Subject: Re: What do you HATE about video games?
Posted by Dave Anderson on Mon, 26 Mar 2007 19:47:28 GMT
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You can spawn lights in Doom 3 via the Command Console and the levels actually look quite nice.

Subject: Re: What do you HATE about video games?
Posted by luv2pb on Mon, 26 Mar 2007 20:39:13 GMT
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warranto wrote on Mon, 26 March 2007 12:40"Final Fantasy" is just the franchise name because it WAS supposed to be the final game that squaresoft put out before the company went under. However, it did so well that the company survived. Hence the reason it is no longer the "final" one.

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I know the story but it still pisses me off. They could have at least tried to be creative or something instead of being a bunch of lazy fucks and just keep adding numbers.

Subject: Re: What do you HATE about video games?
Posted by warranto on Mon, 26 Mar 2007 20:53:08 GMT
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Heh, fair enough. At least you know what you're arguing about then.

Subject: Re: What do you HATE about video games?
Posted by Sniper_De7 on Mon, 26 Mar 2007 21:58:21 GMT
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IronBalls wrote on Mon, 26 March 2007 09:26I hate games when:

> you are allowed to carry only 2 weapons. (Stupid!)

Why is it stupid to be limited to carrying only two guns?

If, by stupid, you mean a little bit more challenging, then I guess I could see your point.

I seriously do not know why there are "drop-mods" in renegade. Being able to carry 20 weapons

---

with one guy is so completely stupid it makes me wonder. These are usually he same half-wits who use the reasoning that high-powered rifles are realistic in killing light armoured vehicles.

How about using the same very logic and be consistent? The only consistency I see there is that it makes it easier for the average player to be better because s/he can pick up guns from players who their teammates killed (hello people who buy sbhs the entire game, please fuck off) I hate all the mods that come out. O.K some of them make them original, but one person had an idea in his head that if people got more points from shooting buildings, that it would give it more incentive for people to buy tanks. No shit genius, lowering the cost of vehicles would do the same thing. All i see it as is handicapping people, which I find pretty stupid.

Edit:
Quote:-Cheating AI. I don't care if it's for the sake of difficulty, the AI should not be able to do things that the player cannot (exception: dedicated non-human bosses). For a particularly egregious example, the AI in Homeworld: Cataclysm sometimes sends its production ships off the playable map to where the player cannot follow. Every time this happens, the game is broken because the current level cannot be beaten until all enemies are destroyed. On a similar note, RTS AIs should also not be able to build when they are out of money.

Another thing that really "grinds my gears" would be in some racing games where you could be PERFECT and the AI is somehow behind you. You have almost the exact same chance if you did poorly but just made the leader fuck up in the end.

Subject: Re: What do you HATE about video games?
Posted by Romaner on Mon, 26 Mar 2007 22:30:19 GMT
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completely agree... first of all i believe renegade should have a drop mode. so if i somehow pick up a repair gun when i am a hottie i can get rid of it. or if im a sakura and get a ramjet with 1 shot why would i want that? or a gunner getting a rocket launcher of the officer.. pointless. aswell as the racing games, in flatout and flatout 2 towards the end i always notice that. no matter how perfect you go never fuck up and take corners perfectly the AI is always on you just waiting for when you do fuck up. or when you are following the AI it sometimes takes a corner that no matter how many times you try you will never be able to do the same on.

Subject: Re: What do you HATE about video games?
Posted by puddle_splasher on Tue, 27 Mar 2007 00:21:12 GMT
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Allzo (says) that the shop "GAME" will buy 48 ps2 games and console with 2 pads for £130.00

Thats what I hate about video gaming.

BRING BACK GALAXIAN,

Dock that ship when you are drunk!!!

Subject: Re: What do you HATE about video games?
Posted by Halo38 on Tue, 27 Mar 2007 08:57:22 GMT
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Things I hate most about games are...

- The time it takes to make a decent one, lets be honest 4-5 years

- The amount of rubbish on the shelves today that is not worth parting with my money for, but
unfortunatly some sorry people do

Subject: Re: What do you HATE about video games?
Posted by TSS888 on Tue, 27 Mar 2007 09:23:08 GMT
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This shit rocks! Nearly all the crap that i dislike about games is here.

Subject: Re: What do you HATE about video games?
Posted by OWA on Tue, 27 Mar 2007 10:23:02 GMT
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I hate games that modders follow like sheep.

We have three main Renegade mods, all of which made it into the Moddb top 100. Half Life 2 and
Battlefield mods dominate the modding scene. i just wish they would give some of the older
games some love instead of following the 'flock'.

I also hate fiddly control systems.