Subject: Re: illogical sig 'fuck ea...'
Posted by Javaxcx on Mon, 12 Sep 2005 11:31:28 GMT
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msgtpain wrote on Sun, 11 September 2005 14:56Most of you simply don't know how to use a calculator... You bitch about the games not being "perfect", but would you bitch about them costing $100 each if they were? If they even could be made perfect?

The average game these days takes 3-4 years to develop..
Assumptions:
- There are 10 people working on the game during that time frame
- Each developer makes $75,000/year
- The Game takes 4 years to complete.

Salaries alone require $3,000,000. Then there is overhead for the company which could easily exceed $1,000,000 over that same time period.

If the actual revenue from a game is 50% of it's sale price after taking in to account media creation and packaging, distribution and retailer profit (and 50% is being Generous).. Each game sale could provide around $25 worth of recoverable revenue.

Using just those very basic assumptions, each game would have to sell 160,000 copies JUST TO BREAK EVEN. And I'm POSITIVE that more people have to be paid during those 4 years than just 10 people.

Use your brain and some very basic math skills one evening when you're bored. These companies aren't big-bad-money taking bitches. They are taking a risk to the tune of 5-10 million dollars with forward looking assumptions 4-5 years in to the future that they will even RECOVER their money. Is it really any surprise that after the 4 years are up they are biting at the bit to get the fucking game out the door and at least attempt to recover what they have already spent before they turn to the red permanently on a single game?

If you want flawless, perfect games; I suggest you create a petition to let these companies know that you are more than willing to spend $75-100 a game and be willing to wait an extra year or two for it. Hell, maybe you should even offer to purchase the game in pre-production phase from them in return for spending a little extra time on it at the end.. and get about 200 thousand others to do it with you.

Or, I guess, you could just shut-up and stop slandering them; that would work too.

You know, I remember when Doom 64 first came out. I picked it up on the first day without a pre-order and it cost me $120 CAD (which was roughly $100 USD). Frankly, I thought the game was insanely high quality for its era and I have not regretted paying so much for it since.

Then I remember going out and buying BF1942 for roughly 70$ CAD. It cost $50 less, but it was still pretty damn good. Easily a keeper. The quality of the game was, imo, quite good for its genre which is why I kept playing it. But I'm not sure what EA was smoking when they decided to

start adapting the same kind of timeframes and budgets to every game post-BF1942. It's not so much that they're taking a risk, it's that they're using the same formula over and over again when all they really did was get VERY lucky that the ridiculously few games that sold well were good ideas-- and they think if they do this over and over again, they will eventually score another big hit and make millions.

I don't know about the rest of you, but out of a company who is supposed to be managing an acclaimed game like BF2, you'd think they would take customer feedback seriously... You'd THINK they would. The fact of the matter is, they're totally oblivious. It's constantly being reaffirmed whenever an "update" is released on BF2's official site. You'll notice that BF2 is still mostly incomplete. For example, whenever I was trying to get into a SINGLE game with a few friends it would easily take a good 25 minutes to get 3 people into a single server because of the poor quality of the interface and the random crashes that were common to all of us and fault to none of us. They're taking a great concept they KNOW works, and they bastardize it by plugging it back into their "master formula". You'll see now that EA is already working "deligently" on the BF2 expansion. Their ORIGINAL game isn't even ready for a genuine public release, and their efforts aren't even focused on it.

Whether or not they're looking 4 or 5 years into the future to ensure their profits is kind of a moot point. You can claim they're taking risks by releasing games prematurely (and you KNOW they are prematurely released) and hope for another BF1942 till the cows come home. A real risk, and a viable one, is to up the price for quality.

It's almost a guaruntee that a game will do better if it IS better. Damn it Javavababaxcx why didn't you think of that earler?