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Subject: Re: Do You Like E.A. Games?. I Think.  
Posted by [R315r4z0r](#) on Tue, 22 Apr 2008 17:57:49 GMT  
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They did not have anything to do with balance. They made blogs on how balance was made, those people were not there for weeks, they were only there to answer questions and test out the game. The only feed back they gave was for gameplay.

Of course there was balance feedback but most likely only slightly. Read Greg Black's "Art of Balancing" blog on the EA website... I don't feel like getting the link. It shows how much work he goes into balancing each unit at a time.

Also, they were the ones who got stuff most other people don't like in. They also requested some other things as well that are liked, however I don't know what they are...

And I say "pros" not because I think they are good... but that is what EA called them. I happen to think anyone who considers themselves a pro is a moron... but that is just me.

Oh yea, I also remember the 1vs1. And like I said, they don't prove anything in the way of skill.

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