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Subject: Re: Do You Like E.A. Games?. I Think.  
Posted by [Nukelt15](#) on Tue, 22 Apr 2008 18:53:39 GMT  
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I actually tried my hand way back at balancing units in an RTS- Homeworld: Cataclysm- for a mod I was making at the time, and I can honestly say I don't envy the folks who get paid to do it. It's enough of a pain in the ass to make everything work smoothly and not be too over/under powered in singleplay- I don't want to even imagine how much of a cluster-fuck it must be to do the same in multiplayer modes. Nevermind the enormous amount of work that must go into just creating the game in the first place.

What bothers me is that EA doesn't bother to let their people, many of whom are very, very good at what they do, put in the extra time that fine-tuning a game requires. They may be the worst, but they're hardly the only company that acts this way- Vivendi is just as bad about pushing games out before they're ready, then not providing adequate follow-on support. I don't have very many games from Activision or Atari or THQ, so I really can't speak to the quality of their products. 2K used to be quite good, but they've been on my shit-list ever since the whole Bioshock DRM thing came up. Right now, Valve is the only publisher that really stands out to me as an example of How to Do Things Right- and that fact that Steam is spreading like wildfire definitely tends to support that conclusion. In the past year alone, the service has expanded to include more than triple the number of titles it used to offer.

I agree that EA's current state of shit-tacularity is indeed largely due to the availability of things like Steam to consumers, and that they probably won't see what's heading for them until it's too late. Whatever EA tries to do, it will reach a point where gamers get tired of accepting half-assed products- and at that point, their sales figures will level off and decline. I wouldn't be surprised to see EA bought out by someone else within the next ten years and dissolved as the entity we've come to know. Obesity leads to reduced mobility, and you sure as hell can't win a race if you can't find your feet first.

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