Subject: Re: What should C&C3 have been?
Posted by R315r4z0r on Wed, 24 Feb 2010 00:04:30 GMT
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nopol10 wrote on Tue, 23 February 2010 18:32However, if they did the system where you chose your army before a match, it could lead to potential disaster as the scissors paper stone nature of the game would cause you to continuously get bthrashed or vice versa thanks to the imbalance. How so? You would have to use the right units for what strategy you wanted to use.

-You'd take the map terrain into consideration.
-Your planned attack strategy
-Your enemy's nature and most likely actions.

You pick a small army of units to use but so does your opponent.

No two games would be the same and it that would make give the multiplayer tones of replay value.

The balance for C&C4 is not rock, paper, scissors. It's more like Rock beats paper & scissors, paper beats scissors & rock, and scissors beats rock & paper. There is no line of effectiveness between different types of units (except for maybe ground vs air.) Sure some units might be stronger vs other units, but that doesn't mean that they are weak against everything else.

The beauty of having player chosen units is that the balance is in the hand of the player. The devs just need to make sure that each unit is reasonably balanced vs everything else. But ultimately if the player decides to go all ground forces, its their own fault for leaving themselves open to air attacks.