Cameron122
Member
(01-29-2013, 05:12 PM)
Quote

Game concepts, mechanics, you wish were explored more. #1

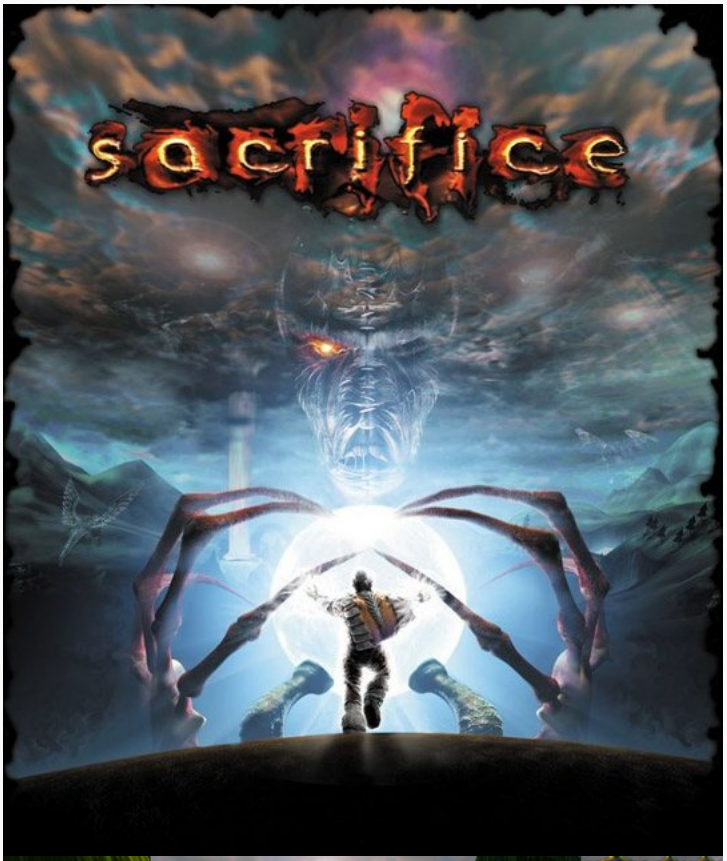
I recently made a thread about I was befuddled no one has made an open world RTS. That got me thinking about concepts you see in games, but you wish you saw more of. Now folk have their respective feelings about cover systems and regenerating health. Those sorts of things have been all the rage this generation. What are the things you would like to see explored more next generation, that perhaps, have been forgotten for a generation or two? I'll elaborate with some examples.

Real Time Strategy with Direct Control.

Now, you might say, NT122, get the fuck outta here, you point and you click, you're directly controlling your soldiers. This ain't *Majesty*, this ain't *Black and White*

and I say to you, *this* is what I'm talking about

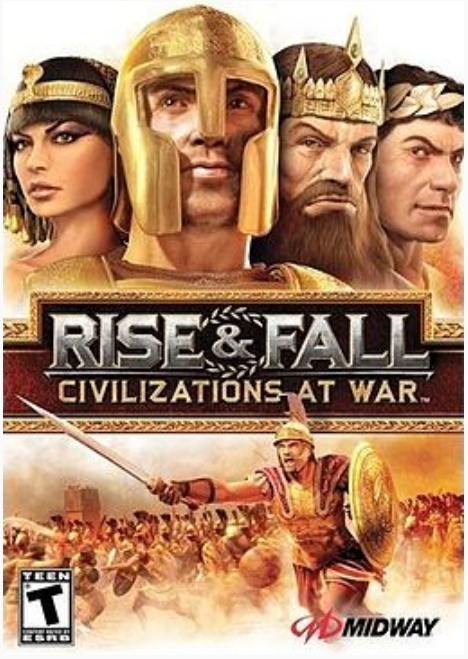
Service Squad
F1
F2
F3
F4
F5
Space Follow
Tab Close Menu
~ Select Unit
1 Follow Me
2 Go To Nav
4 Hold
5 Pick Me Up
Plasma Cannon
100
Ion Gun


sacrifice

Number Of Peasants Rescued: 1

PC DVD
MEN OF
WAR
16+
www.pegi.info
1C COMPANY
505 GAMES

IGN.COM


RISE & FALL
CIVILIZATIONS AT WAR
TEEN
T
MIDWAY

I want more fully featured Real time tactics games where I control my favorite soldier or hero unit and wreck house. It's not always e-sports balanced, but I think it's damn fun. I want to see more games with this mechanic.

Anything you'd like to see in the next few years GAF?

Last edited by Cameron122; 01-30-2013 at 11:06 PM.

Vampirolol
Member
(01-29-2013, 05:14 PM)
Quote

#2

PES Wii. It was the right way.

scorpscarx
Member
(01-29-2013, 05:15 PM)
Quote

#3

More realistic flight mechanics or at least the feel of flight and lift in parts of games. Even in a dumbed down way such as PilotWings 64.

Cameron122
Member
(01-29-2013, 05:18 PM)
Quote

#4

> Originally Posted by **scorpscarx**
> More realistic flight mechanics or at least the feel of flight and lift in parts of games.

This interests me as well. Has ARMA III mentioned anything about it?

---

scorpscarx
Member
(01-29-2013, 05:30 PM)
Quote

#5

> Originally Posted by **NT122**
> This interests me as well. Has ARMA III mentioned anything about it?

The only thing I can find is this quote by a dev that says the Take on Helicopters flight model will be in ARMA 3.

"Take On helicopter flighmodel WILL BE also in Arma3. Now I can safely confirm it will be also in campaing and it will be DEFAULT flightmodel for ALL the helicopters."

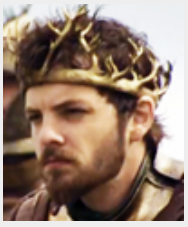
This thread has a lot in it, but I'm not sure how that applies to anything other than helicopters, lol.

Honestly I don't follow the game much, but that's something at least.

Here's another thread about the flight: http://forums.bistudio.com/showthrea...nd-helicopters

---

Magnus
Member
(01-29-2013, 09:21 PM)
Quote

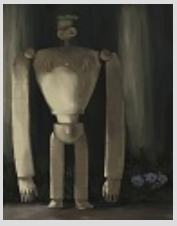


#6

Mega Man -- Acquiring the enemy's powers.

Devil May Cry did this too, right?

Danneee
Member
(01-29-2013, 09:43 PM)
Quote



#7

Real world based fantasy sports. Like mutant league hockey.

And, yes, battle zone 1 & 2 are awesome! Loved the setting, story and feeling of the first better though.

Cameron122
Member
(01-29-2013, 09:50 PM)
Quote

#8

> Originally Posted by **Magnus**
> Mega Man -- Acquiring the enemy's powers.
>
> Devil May Cry did this too, right?

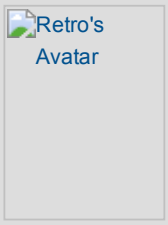
I don't recall it in DMC3. I miss Megaman.

> Originally Posted by **Danneee**

> Real world based fantasy sports. Like mutant league hockey.
>
> And, yes, battle zone 1 & 2 are awesome! Loved the setting, story and feeling of the first better though.

Elven fencing. Dwarven Rugby. Most excellent.

Retro
The Tree of Liberty
(01-29-2013, 10:04 PM)
Quote



#9

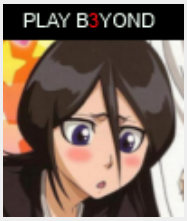
Setting the tone of the game via gameplay mechanics and meta-mechanics.

For example, Eternal Darkness conveyed the insanity of the player characters by having weird shit actually happen to the player. It started with just the camera shifting around, but escalated to things like your character suddenly dying, bugs running across the screen, your game crashing and restarting...

Likewise, Psycho Mantis' fight in Metal Gear Solid; he displays his abilities by reading the memory card to find out what games you've played and then commenting on them, or vibrating the controller with the power of his mind. During the fight itself, he predicts all of your moves, making it exceptionally difficult. This can be countered by using the second controller port, which he is unable to read.

I'd like to see level design, gameplay mechanics and the like that can convey emotion, story or tone without having to tell you point blank. If the enemy you're fighting is deceptive, the level preceding him should be full of deceptive gameplay mechanics (invisible platforms, illusions, enemies that appear to be dangerous but aren't, etc.)

Sub_Level
Member
(01-29-2013, 10:11 PM)
Quote



#10

I wish that there was more game in Metal Gear Solid 4.

Moobabe
Sassy with Monet
(01-29-2013, 10:13 PM)
Quote

#11

No fail states should be explored more. Arbitrary "Oh no you got seen and now the mission is over forever" moments are lazy and completely immersion breaking.

Zomba13
Member
(01-29-2013, 10:18 PM)
Quote

#12

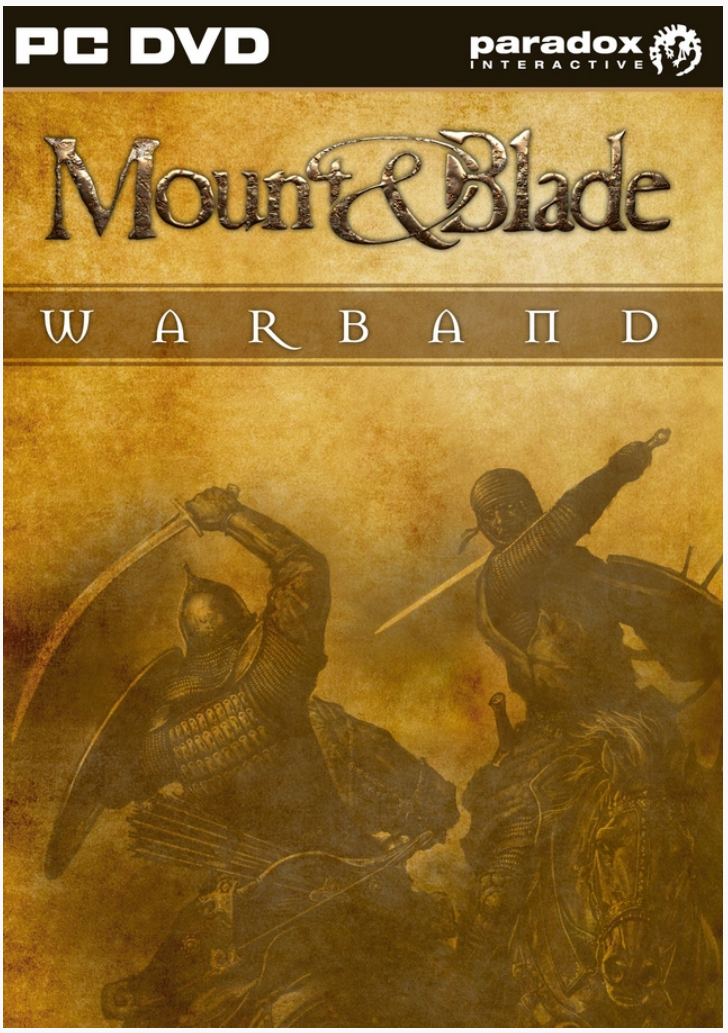
> Originally Posted by **NT122**
> I don't recall it in DMC3. I miss Megaman.

All your weapons are form the bosses. I think you take their essence or something. Agni and Ruda, Cerburus (three headed nunchuck :D), Nirvan.

Raptomex
Member
(01-29-2013, 10:23 PM)
Quote

#13

This game. And pretty much all of it's aspects.



No fantasy elements. Just straight up Medieval war. One can say Chivalry but I'm talking about the single player experience.

scar tissue
Banned
(01-29-2013, 10:29 PM)
Quote

#14

Zelda-like games.
Apart from Darksiders, there's nothing on consoles even remotely like it - that I know of.

I'd like to see a game which is a TPS with a cover system (think Uncharted/Gears) with some melee elements, but with the overarching theme of dungeons and battling bosses and finding new items in them that unlock new paths in those dungeons.
Darksiders already had handguns, but the shooting system was pretty much crap.

BrokenEchelon
Banned
(01-29-2013, 10:32 PM)
Quote

#15

The concept of destructible **landscapes** which actually force you to change your plan of attack.

Destructible buildings are a great start in stuff like Red Faction and Battlefield, but it would be incredibly interesting to see landscape alterations in an AAA game and not just Worms and that Ubisoft

(or Lucasasrts?) game....Fracture? Where you had the gun that changed the height of the ground you shot.

Holy Order Sol
Member
(01-29-2013, 10:34 PM)
Quote

#16

Time loops as found in Majora's Mask.

That Dude John
Member
(01-29-2013, 10:35 PM)
Quote

#17

@NT122

In Black Ops II, the Strikeforce missions are pretty much that. Now, if only the AI were better... :(

Twinduct
Member
(01-29-2013, 10:36 PM)
Quote

#18

The amount of time I use to play Battlezone 2 MP alone :/

Wasn't there a game similar called dangerous waters or something like that?

Fandangox
Member
(01-29-2013, 10:37 PM)
Quote

#19

Boost system of F-Zero games that makes the boost come right out of your health bar, making you think of whether to use boosts to catch up, risk getting your machine destroyed, etc.

saska
Junior Member
(01-29-2013, 10:40 PM)
Quote

#20

> Originally Posted by **Holy Order Sol**
> Time loops as found in Majora's Mask.

This.

UnluckyKate
Member
(01-29-2013, 10:42 PM)
Quote

#21

Carrier Command 2012 ? Rts based on a giant carrier you upgrade and it can deploy units. You play these unit manually. Like the tank you deplay or the attack helicraft

Last edited by UnluckyKate; 01-29-2013 at 10:50 PM.

Glass Rebel

Member
(01-29-2013, 10:43 PM)
Quote

#22

Mobility in first person games. I thought that Mirror's Edge would maybe start some kind of revolution but so far most FPS really haven't explored it.

LiK
Not random at all.
(01-29-2013, 10:44 PM)
Quote

#23

no instant fall death. aka Arkham Asylum and PoP 2008

FrontalMonk
Member
(01-29-2013, 10:46 PM)
Quote

#24

Blocking/reversals in beat 'em up games. The first time I ever saw something like it, and the gold standard I always look up to, is the way it was done in Super Double Dragon. Press a button to block, and it blocks a kick. If they punched, you catch their arm and can follow up with punches, kicks, or if you hit the jump button you threw them over your shoulder. It was a simple, clean, elegant mechanic that really added a lot of depth to an otherwise tired genre.

Bombadil
Banned
(01-29-2013, 10:48 PM)
Quote

#25

Tactical dismemberment or being able to injure the enemy in a way that affects their movements. If I hit them in the head, they should get dizzy or get knocked out much more easily than if I hit them in the leg. If I hit them in the leg, I want them to limp.

Also, more logic puzzles. FAR MORE LOGIC PUZZLES!

I want to play a game that constantly changes up the gameplay before things get stale. Yes, some people will be turned off by this, but I suspect many people would love a game with evolving mechanics.

More color themes for game levels. Like a well-crafted Korean film, there needs to be the yellow scene, the red scene, the green scene, the blue scene, and so on.

destrudo
Member
(01-30-2013, 04:33 AM)
Quote

#26

I want a really good classic style Final Fantasy game with the fighting mechanics of Dragon's Dogma. I know there's things like Star Ocean and the Tales of series, but I as much as I enjoyed the battles in those I found everything else pretty bland. If anything, I would like more of those styles of games. Mainly because I love old Japanese RPGs, but I find the turn based battles kind of tedious now.

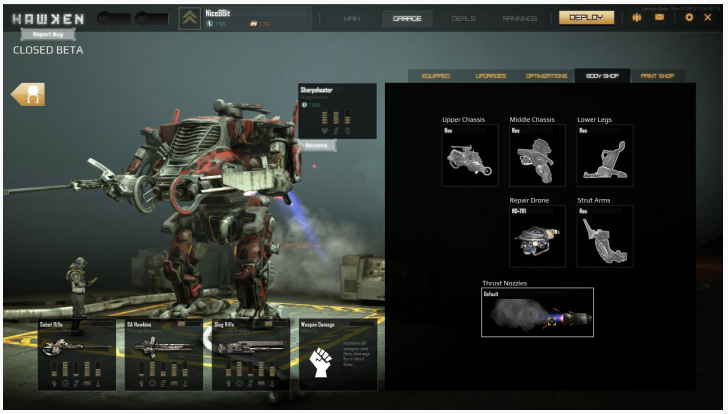
Cameron122
Member
(01-30-2013, 10:51 PM)
Quote

#27

> Originally Posted by **destrudo**
> I want a really good classic style Final Fantasy game with the fighting mechanics of Dragon's Dogma. I know there's things like Star Ocean and the Tales of series, but I as much as I enjoyed the battles in those I found everything else pretty bland. If anything, I would like more of those styles of games. Mainly because I love old Japanese RPGs, but I find the turn based battles kind of tedious now.

OooOOoooO I'd love this!

So I got another thing I want to see more of y'all.
Mech(a) Customization



Meccanical
Member
(01-30-2013, 10:53 PM)
Quote

#28

Mmmmm...mech customization.

Into
Member
(01-30-2013, 10:55 PM)

#29

"Frag" esque FPS games like Quake and Unreal. We just do not see these types of games anymore that are very fast, and mostly focus on 1 on 1, Deathmatch and CTF.

Quote

I also miss the tank controls survival horror games, making you feel limited in a creepy world was a core design behind the original Silent Hill and Resident Evil games, if you wanted to dance around and kill dudes all over the place then you had ample games to play instead. These days most "survival horror" games are just action games with a horror paint job.

Pre rendered backgrounds, i loved them. For Resident Evil games it gave them weird and often deranged camera angles, you felt like you were being watched by someone at all times

For the JPRGs it gave them a great level of detail and a pretty unique look. Some just dismiss them as .jpeg put in a game, but i really loved how they were almost like paintings that the characters was walking around in.

Last edited by Into; 01-30-2013 at 10:57 PM.

ekim
Member
(01-30-2013, 10:57 PM)

#30

Quote

A crime scene simulator that I hoped LA Noire would be.

Cameron122
Member
(01-30-2013, 10:58 PM)

#31

Quote

> Originally Posted by **Into**
> "Frag" esque FPS games like Quake and Unreal. We just do not see these types of games anymore that are very fast, and mostly focus on 1 on 1, Deathmatch and CTF.
>
> I also miss the tank controls survival horror games, making you feel limited in a creepy world was a core design behind the original Silent Hill and Resident Evil games, if you wanted to dance around and kill dudes all over the place then you had ample games to play instead. These days most "survival horror" games are just action games with a horror paint job.
>
> Pre rendered backgrounds, i loved them. For Resident Evil games it gave them weird and often deranged camera angles, you felt like you were being watched by someone at all times
>
> For the JPRGs it gave them a great level of detail and a pretty unique look. Some just dismiss them as .jpeg put in a game, but i really loved how they were almost like paintings that the characters was walking around in.

This is a most glorious post.

Alucard
taste the Taaaaang
(01-30-2013, 10:58 PM)

#32

Quote

Story progression and character development/interaction happening during gameplay ala The Last Story.

HYDE
Banned
(01-30-2013, 11:00 PM)

#33

Quote

I want games to use more Wall Running... like Ninja Gaiden or Prince of Persia. God of War III showed it in teaser trailers, but it came to the game differently. Metal Gear Revengeance has also teased it in their trailers...hopefully it makes it into the final game.

Also almost forgot...Mirrors Edge.

Last edited by HYDE; 01-31-2013 at 10:17 PM.

Cameron122
Member
(01-30-2013, 11:01 PM)
Quote

#34

> Originally Posted by **Alucard**
> Story progression and character development/interaction happening during gameplay ala The Last Story.

You mean without resorting to dialogue choices? That'd be cool. Reminds me of the indie Metroidvania Iji

Never played Last Story.

Spring-Loaded
Member
(01-30-2013, 11:02 PM)
Quote

#35

Enemies surrendering/fleeing after being disarmed/overpowered/caught off-guard

Being able to knock out enemies and have that directly affect the game's story/development.

Open world rollerblading/skateboard with an objective, a la Jet Set Radio

Last edited by Spring-Loaded; 01-30-2013 at 11:05 PM.

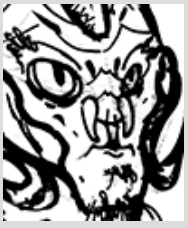
jackal27
Member
(01-30-2013, 11:03 PM)
Quote

#36

Randomization

Permadeath

Sub-Zero at a Starbucks
Wolfric the Wild
(01-30-2013, 11:05 PM)
Quote



#37

Parkour-style map movement in a FPS that also equally utilizes good gunplay. Basically Mirror's Edge meets Quake meets Halo.

A "Skylanders"-style approach to certain franchises could be incredibly refreshing (and rewarding for the companies). Can you imagine if Pokemon's world was completely integrated? TCG cards having AR codes for the 3DS mainline game, mainline game duos having one game on the Wii U and the other on the 3DS, and so on.

Also, give us a full-fledged item crafting mechanic in Pokemon. Minecraft meets Borderlands 2 meets Dead Space 3. We already have a shitload of potential ingredients and given the universe there's all the potential in the world to make ridiculous witch's brews whose recipes could be passed to friends and so on.

Mama Robotnik
Make it so
(01-30-2013, 11:08 PM)
Quote

#38

Real-time plane shifting and parallel realities.

Soul Reaver (yeah I know, I'm mentioning it again) had this awesome concept that there were two parallel worlds - the living **material realm** and the dead **spectral realm**. The main character would shift from one to the other in real-time, the world distorting around him.

The material realm was all decayed architecture and faded browns and greys. The spectral realm was a distorted blue and green version of this, with pillars and walls contorting during the transition, cracks expanding to passageways, walls transforming to stairs, and outcrops turning into bridges. Rivers, lakes and all water bodies were locked into the material realm, turning a pond for example into a deep explorable spectral pit. Torrential subterranean rivers in material would become explorable caves in spectral.

In story terms, statues, murals and art from the material realm would always reveal an innate truth when viewed in the spectral realm. Murals of human warriors - who would later become vampires - showed fangs when viewed in spectral. Stained glass windows depicting a romantacised historical event in material - would creepily show the dark truth when viewed in spectral. Altars to divination, would show the demonic undercurrents beneath the religious veil.

Time also froze when entering spectral, allowing the hero to enter the realm in battle, and re-emerge in material behind his adversary.

The series neglected to explore this absolutely brilliant concept in the sequels, unfortunately. A shame as it was so expertly done, with the visible transition between the realities making the experience far more immediate than even Metroid Prime 2 and Link to the Past.

Last edited by Mama Robotnik; 01-30-2013 at 11:14 PM.

JoeyJungle
Member
(01-30-2013, 11:10 PM)
Quote

#39

I really wish there were more games set pre-WWI. Aside from strategy games (like the total war series, paradox games), the only games I can think of that take place before then are Jordan Mechner's games and the AssCreed series. Most other games seem to think history started at 1942.

I mean, how awesome would be to play a game where you're a Dutch shipbuilder living in Russia during the reign of Peter the Great? Or a game where you're a noble during the French Revolution? Ugh, I want it. I have no idea what the mechanics would be, but that's such a rich setting that I don't care.

Kouriozan
Member
(01-30-2013, 11:11 PM)
Quote

#40

Dark Cloud - Making your own towns. [redacted]

Meccanical
Member
(01-30-2013, 11:13 PM)
Quote

#41

> Originally Posted by **Kouriozan**
> Dark Cloud - Making your own towns. [redacted]

Even if there were perfect set ups, I think there was still a lot of variation in how that set up was achieved.

ii Stryker
Banned
(01-30-2013, 11:17 PM)
Quote

#42

Consequences to your actions and decisions with regard to story and how the game world treats and perceives you.

Alpha Protocol and Fallout New Vegas have done it best this gen, Mass Effect was good as well, but *more* of this next gen. I like the feeling that I'm impacting the game world and my decisions and action *matter*.

ultron87
Member
(01-30-2013, 11:18 PM)
Quote

#43

God, Battlezone was so sweet.

> Originally Posted by **Danneee**
> Real world based fantasy sports. Like mutant league hockey.

I'd love to see more fictional sports-type games too. Especially ones where each player on a team is controlled by a player.

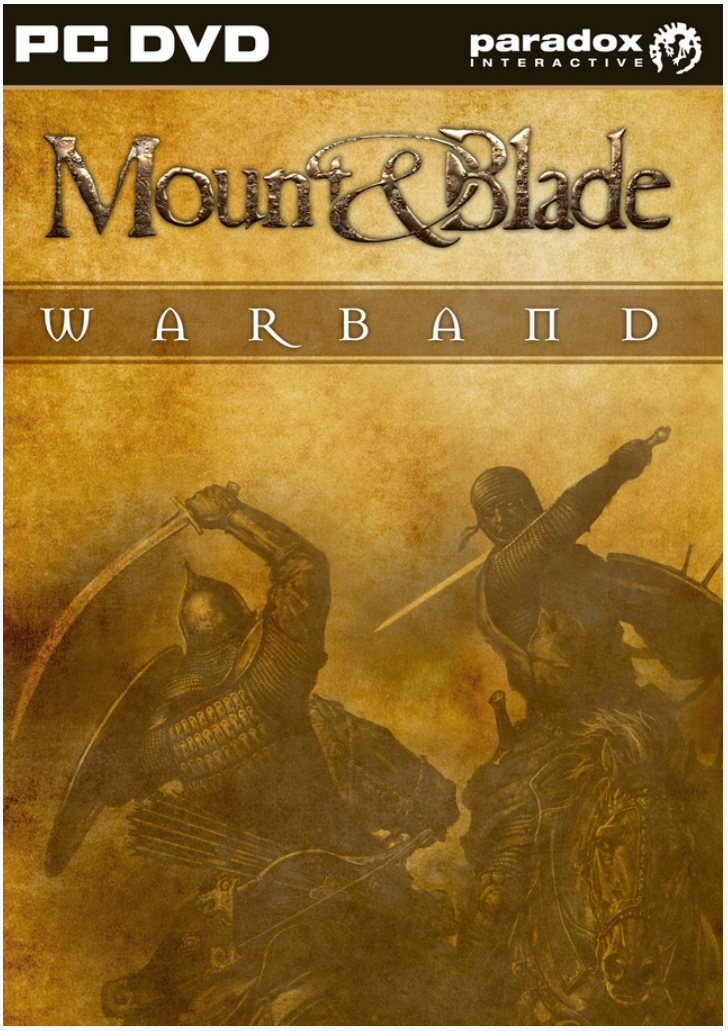
Grifball in Halo is a good example of what I'd like to see more of. In the end it is a sort of Rugby variant, but it has enough unique concepts that it become something else. Bombing Run in Unreal Tournament is another example, though I'd rather such games didn't have shooting each other as the main interaction.

Last edited by ultron87; 01-30-2013 at 11:20 PM.

Hargenx
Member
(01-30-2013, 11:33 PM)
Quote

#44

> Originally Posted by **Raptomex**
> This game. And pretty much all of it's aspects.



No fantasy elements. Just straight up Medieval war. One can say Chivalry but I'm talking about the single player experience.

Milord You good sir, are absolutely right...

LESS TALKING, MORE RAIDING!!!

Cameron122
Member
(01-31-2013, 09:19 AM)
Quote

#45

Originally Posted by **Mama Robotnik**

Real-time plane shifting and parallel realities.

Soul Reaver (yeah I know, I'm mentioning it again) had this awesome concept that there were

two parallel worlds - the living **material realm** and the dead **spectral realm**. The main character would shift from one to the other in real-time, the world distorting around him.

The material realm was all decayed architecture and faded browns and greys. The spectral realm was a distorted blue and green version of this, with pillars and walls contorting during the transition, cracks expanding to passageways, walls transforming to stairs, and outcrops turning into bridges. Rivers, lakes and all water bodies were locked into the material realm, turning a pond for example into a deep explorable spectral pit. Torrential subterranean rivers in material would become explorable caves in spectral.

In story terms, statues, murals and art from the material realm would always reveal an innate truth when viewed in the spectral realm. Murals of human warriors - who would later become vampires - showed fangs when viewed in spectral. Stained glass windows depicting a romantacised historical event in material - would creepily show the dark truth when viewed in spectral. Altars to divination, would show the demonic undercurrents beneath the religious veil.

Time also froze when entering spectral, allowing the hero to enter the realm in battle, and re-emerge in material behind his adversary.

The series neglected to explore this absolutely brilliant concept in the sequels, unfortunately. A shame as it was so expertly done, with the visible transition between the realities making the experience far more immediate than even Metroid Prime 2 and Link to the Past.

Have you played the freeware game Eversion, MR? Playing Soul Reaver on my Vita btw. I'll write up a LTTP when I'm done with the series.

DocSeuss
Member
(01-31-2013, 09:39 AM)
Quote

#46

SNOWBOARDING MOTHERFUCKER

SNOWBOARDING

SNOW. BOARDING. MOTHER. FUCKER.

Have I made myself clear?

Because there were not nearly enough SSX/Amped games on my 360 this gen.

--

Thief's heavily sound-focused stealth would be nice. Instead of stealth being nothing more than vision cones, unaware/aware/searching stealth states, and "don't run," I'd like to get back to Thief's use of paying attention to the surface you're walking on, listening to guards and NPCs cough and chat and sneeze, paying attention to light and shadow, and having guards who don't always immediately respond to you would be nice.

Going with Hitman's approach of "stealth doesn't have to be about keeping unseen" would be nice as well. Even Hitman: Absolution didn't really do this, with guards who'd almost instantly recognize you as out of place, or suits that would straight-up make the map a cakewalk.

Basically, I'd like stealth to have a lot more depth and versatility to it.

> Originally Posted by **Kouriozan**
> Dark Cloud - Making your own towns. [redacted]

Can you explain this better?

I play games where you build towns all the time, like Tropico and Anno 2070 and stuff. They're fantastic.

Last edited by DocSeuss; 01-31-2013 at 09:42 AM.

Rayven_king
it's winter? hit the beach
(01-31-2013, 09:41 AM)

#47

> Originally Posted by **Spring-Loaded**

Quote

> **Enemies surrendering/fleeing after being disarmed/overpowered/caught off-guard**
>
> Being able to knock out enemies and have that directly affect the game's story/development.
>
> Open world rollerblading/skateboard with an objective, a la Jet Set Radio

the only instance I can think of is the mgs series when sneaking up on soldiers and holding them up and stealing their items

---

duckroll
mashadar's Nekomimi slave
(01-31-2013, 09:52 AM)

#48

Quote

I'm a big fan of objective-based competitive team multiplayer. Examples would be Counterstrike, Enemy Territory, Left4Dead (in Versus), Unreal Tournament's Assault mode, etc. What I find fun about them, especially when done well, is that there's a sort of scenario design to the overall competitive match, instead of a mindless free for all kill-spam.

In the original Enemy Territory especially, I found it really interesting how much work was put into designing each of the maps. They have different objectives, different scenarios, and require different types of teamwork. It's pretty much like playing a single player mission with a lot of people, and with real players on the other side instead of AI. When playing with a good team who can communicate well, the experience is really amazing. It's honestly the highest form of role playing.

I wish more games explored this in their multiplayer modes, and more multiplayer games focused on actually designing each map with unique scenarios and objectives, rather than having maps built around a general purpose which can be used for DM/TDM/CTF/etc where it just becomes a scoring competition.

Ashes
Member
(01-31-2013, 09:53 AM)

#49

Quote

Standout original I.p. that creates a new gaming corridor. Barring that, I would like one experimental game that just pushes A.I. Intelligence to it's limit. Make me the uber powerful son of a gun with my super accuracy, and dozens of minions, and let 'it' survive on its wit. We need a 'Watson' moment in gaming AI.

Last edited by Ashes; 01-31-2013 at 10:00 AM.

Cameron122
Member
(01-31-2013, 09:54 AM)

#50

Quote

@Duckroll

Assault was fantastic in Ut2k4. I love the space fighter map. Here's to hoping FPS games get back to that objective based design soon.

JAY the BIRD
Junior Member
(01-31-2013, 10:12 AM)

#51

Quote

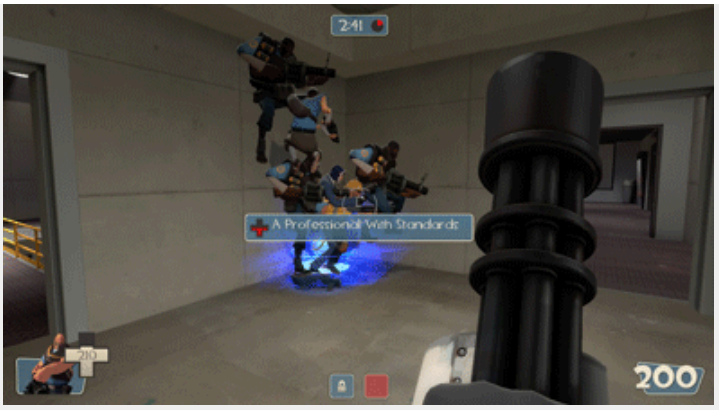
Better AI. Why has this barely changed in the past decade?

Cameron122
Member
(01-31-2013, 10:14 AM)

#52

Quote

> Originally Posted by **JAY the BIRD**
>
> Better AI. Why has this barely changed in the past decade?



What are you talking about AI is great.

Carcetti
Member
(01-31-2013, 10:15 AM)
Quote

#53

Asymmetrical (possibly indirect) multiplayer in single player games.

One of my favorite examples is the Yellow Monk in Demon's Souls. It's a mindblowing encounter.

JAY the BIRD
Junior Member
(01-31-2013, 10:19 AM)
Quote

#54

> Originally Posted by **Carcetti**
> Asymmetrical (possibly indirect) multiplayer in single player games.
>
> One of my favorite examples is the Yellow Monk in Demon's Souls. It's a mindblowing encounter.

Demon Souls (and obviously Dark Souls) multiplayer is something the industry needs more of. It gives you a sense of camaraderie, and and sometimes the complete opposite, that other games multiplayer components simply cannot match. I'd love to see more of this.

Jac_Solar
Member
(01-31-2013, 10:22 AM)
Quote

#55

I'd like games to focus more on enviromental interaction and mechanics, like some of the mechanics in Just Cause 2 (Grappling hook + parachute combo and what it allowed.), as well as interaction and manipulation of rope in a gameworld.

But any focus on mechanics would be good. 3D games haven't changed a lot mechanically since the first 3D games.

Spring-Loaded
Member
(01-31-2013, 10:26 AM)
Quote

#56

> Originally Posted by **Rayven_king**
> the only instance I can think of is the mgs series when sneaking up on soldiers and holding them up and stealing their items

Same here. Everyone other type of surrender/fleeing I can think of is scripted. MGS put so much care into its game mechanics; MGS3, you could shoot their radios before they had a chance to call an alert, they'd slowly lower their hands if you didn't aim your gun at them, and if they got a few words out over their radio before being knocked out/killed, more guards would com eot check it out, but only on "Caution" status, I believe.

It should be in more games, even straight up action ones. I'd love to be able to rell enemies to drop their weapons or run, even if the game's a pure shooter.

dark_inferno
Member
(01-31-2013, 10:34 AM)
Quote

#57

I really like small things that goes beyond the game or affect the gamer himself

like:

Minigames in games(arcade machine)
Microwave in HL
Blue Screen Batman Arkham Asylum
Movies from Max Payne 1 and 2

Cyrano
Member
(01-31-2013, 10:37 AM)
Quote

#58

Would love to see more highly contextualized overworlds like those of Traverse: Starlight & Prairie or Ogre Battle: March of the Black Queen. Heck, even just a system that has some confounding contradictions in context would be nice (taking the city, helping the guys, getting the guys, letting the city burn, having the guys say nothing about how horrible you are - except in some cases they do).

Gustav
Banned
(01-31-2013, 10:37 AM)
Quote

#59

Investigation

Games that tried, but didn't live up to what I wish for:

L.A. Noire
Ace Attorney Series
Blade Runner
Golden Gate Killer
X - Files
Hotel Dusk

Shining
Member
(01-31-2013, 10:43 AM)
Quote

#60

The mix of Wild West and robots/machines like in the game Wild Guns for SNES:

acidagfc
Junior Member
(01-31-2013, 10:47 AM)

#61

Die by the Sword
Severance: Blade of Darkness

Quote

I want complex fighting mechanics back.

Chev
Member
(01-31-2013, 11:35 AM)
Quote

#62

> Originally Posted by **JAY the BIRD**
> Better AI. Why has this barely changed in the past decade?

It has changed a whole lot. Thing is, even huge changes are usually imperceptible to the average player and it ensues what players laud as better AI usually simply is smoke and mirrors (More predictable, which is a desirable quality for a player, or better at faking AI, like soldiers that randomly talk about what they're doing). In the end the signal both factors send to publishers is it isn't worth making better AI. You can't put it on screenshots or trailers, you can't market it, most people playing won't even notice it, it's not a good investment.

Mama Robotnik
Make it so
(01-31-2013, 11:36 AM)
Quote

#63

> Originally Posted by **NT122**
> Have you played the freeware game Eversion, MR? Playing Soul Reaver on my Vita btw. I'll write up a LTTP when I'm done with the series.

No I haven't but thanks for the recommendation, I'll check it out!

Ominym
Member
(01-31-2013, 11:50 AM)
Quote

#64

RTS games that have wall building and town making.

[redacted]

DarXKaoZ
Banned
(01-31-2013, 12:02 PM)
Quote

#65

> Originally Posted by **Magnus**
> Mega Man -- Acquiring the enemy's powers.
>
> Devil May Cry did this too, right?

Yup, all DMC3,4 and DmC do this.

But only in DMC3 IIRC, can't remember about 4, the weapons are more effective against certain bosses/enemies and you can kill them slightly faster if you use the right weapon.

---

leng jai
Member
(01-31-2013, 12:02 PM)
Quote

#66

The Old England sections in Alice Madness Returns.

---

big youth

Member
(01-31-2013, 12:17 PM)
Quote

games like Majesty 1 and 2, where you have indirect control over your units.

I would have also liked to have seen another Elebits type game on Wii, but with motion+

#67

Spring-Loaded
Member
(01-31-2013, 06:24 PM)
Quote

Also, **Bushido Blade**-stlye "realistic damage" in blade-based combat. Really untapped; all the other games I can think of that have gone this route have sucked, except for Chivalry. Though I don't know how far they go with injuries limiting combat.

Last edited by Spring-Loaded; 01-31-2013 at 08:05 PM.

#68

bigboss370
Member
(01-31-2013, 07:42 PM)
Quote

more destructibility. large scale destructibility. with realistic physics.

#69

Schrödinger's cat
Member
(01-31-2013, 07:51 PM)
Quote

Better and more meaningful dialogue systems in games. Such as the one seen in Alpha Protocol.

#70

MrKayle
Member
(01-31-2013, 07:54 PM)
Quote

nail 'n' scale-style climbing

#71

Amalthea
let's dance all the way down to Jewish history-town
(01-31-2013, 07:59 PM)
Quote

Panzer Dragoon Saga's battle-system and real-time dragon morphing.
I believe it's pretty unique, especially the morphing element. Such a shame.

#72

Deadpandas
Member
(01-31-2013, 07:59 PM)
Quote

#73

every game should have visible equipment changes. your weapon, shield, armour, all should be visible when you change them

FloatOn
Member
(01-31-2013, 07:59 PM)
Quote

#74

fort building/survival. it's one of the only things that excites about **Fortnite**.

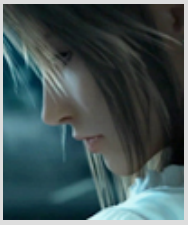
Bushido Blade style of fighting games.... to my knowledge Overgrowth and the Deadliest Warrior games on xbla are the closest thing to that. Chivalry duel mode and Dark Souls pvp was also kind of similar.

Shooting gallery style games like **Point Blank** or **Police Trainer**.

I would also love a arena based FPS revival sometime.

Last edited by FloatOn; 01-31-2013 at 08:05 PM.

Kagari
Crystal Bearer
(01-31-2013, 08:04 PM)
Quote



#75

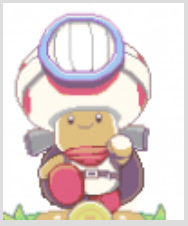
Film noir settings.

miladesn
Member
(01-31-2013, 08:04 PM)
Quote

#76

I desperately need more games with sailing mechanic in them ala Wind Waker. There is something I really like about controlling a ship and finding uncharted territories. It doesn't have to be in sea; space, skies! :(

batbeg
Member
(01-31-2013, 08:09 PM)
Quote



#77

I really wish another rpg took a crack at the way infinite undiscovery had the full party roaming in certain maps, it was really awesome to see the party members you weren't using battling through an alternate route.

grosvenor_92
Member
(01-31-2013, 08:10 PM)
Quote

#78

> Originally Posted by **Glass Rebel**
>
> Mobility in first person games. I thought that Mirror's Edge would maybe start some kind of revolution but so far most FPS really haven't explored it.

If the game had sold better I think we might of seen one. Who knows maybe when the sequel is released it'll sell better and start one.

The Lamonster
Member
(01-31-2013, 08:12 PM)
Quote

#79

I wish more title screens were interactive. Some games like Super Smash Bros and Killer7's title screens and other UI can be rotated with the thumbstick. I also like that you can move the camera around during cutscenes in Shadow of the Colossus. Or like playing with Mario's face in SM64.

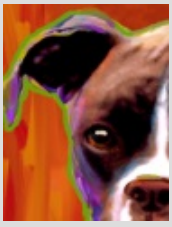
Video games should be as interactive as possible.

ToxicAdam
Banned
(01-31-2013, 08:17 PM)
Quote

#80

Wild West RPGs or MMO's with a cartoony style like Sunset Riders.

Subtle
Junior Member
(01-31-2013, 10:11 PM)
Quote



#81

Pokemon-esque games where your partner/pet feels alive and feels like your actual friend and not just a mindless killing machine.

HYDE
Banned
(01-31-2013, 10:20 PM)
Quote

#82

> Originally Posted by **Glass Rebel**
> Mobility in first person games. I thought that Mirror's Edge would maybe start some kind of revolution but so far most FPS really haven't explored it.

Also more games need wall running and gap leaping.

TheCongressman1
Member
(01-31-2013, 10:23 PM)
Quote

#83

Momentum in platformers, both 2d and 3d...

Ahem, Sonic...

I also like motion swordplay seen in Red Steel 2 and Skyward Sword. Especially for Zelda it works really well, but needs to be expanded and improved on.

DocSeuss
Member

#84

(01-31-2013, 10:26 PM)

Quote

> Originally Posted by **duckroll**
>
> I'm a big fan of objective-based competitive team multiplayer. Examples would be Counterstrike, Enemy Territory, Left4Dead (in Versus), Unreal Tournament's Assault mode, etc. What I find fun about them, especially when done well, is that there's a sort of scenario design to the overall competitive match, instead of a mindless free for all kill-spam.
>
> In the original Enemy Territory especially, I found it really interesting how much work was put into designing each of the maps. They have different objectives, different scenarios, and require different types of teamwork. It's pretty much like playing a single player mission with a lot of people, and with real players on the other side instead of AI. When playing with a good team who can communicate well, the experience is really amazing. It's honestly the highest form of role playing.
>
> I wish more games explored this in their multiplayer modes, and more multiplayer games focused on actually designing each map with unique scenarios and objectives, rather than having maps built around a general purpose which can be used for DM/TDM/CTF/etc where it just becomes a scoring competition.

Oddly, the most fun I've ever had doing this was in that tacticalish Half-Life 2 mod. I can't remember the name. I think, however, people could be a lot more versatile, with Assault in UT games being the most broad, but not nearly broad enough.

bone_and_sinew
breaking down barriers in gratuitous nudity
(01-31-2013, 10:31 PM)

#85

Quote

I don't even like SRPGs and I loved Valkyria Chronicles because it gave me direct unit control and blended real-time shooting, turns, and dice rolls well. I wish more turn-based games did that.

FloatOn
Member
(01-31-2013, 10:32 PM)

#86

Quote

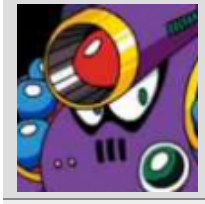
> Originally Posted by **Glass Rebel**
>
> Mobility in first person games. I thought that Mirror's Edge would maybe start some kind of revolution but so far most FPS really haven't explored it.

I feel like Brink tried this... in many ways that game was ahead of the curve. It's a shame that the community fell out.

The Mana Legend
Banned
(01-31-2013, 10:34 PM)

#87

Quote



The single player mode of Mount & Blade...

...But multiplayer, where each player starts off with their own useless soldier in a different country than the other players. It would have to take a lot of reworking, but my God it would be amazing if done right.

Cameron122
Member
(01-31-2013, 11:02 PM)

#88

Quote

> Originally Posted by **Nightshade1765**
>
> RTS games that have wall building and town making.
>
> [redacted]

> Originally Posted by **Spring-Loaded**
>
> Also, **Bushido Blade**-stlye "realistic damage" in blade-based combat. Really untapped; all the other games I can think of that have gone this route have sucked, except for Chivalry. Though I don't know how far they go with injuries limiting combat.

> Originally Posted by **bigboss370**
>
> more destructibility. large scale destructibility. with realistic physics.

> Originally Posted by **The Mana Legend**
>
> The single player mode of Mount & Blade...
>
> ...But multiplayer, where each player starts off with their own useless soldier in a different country than the other players. It would have to take a lot of reworking, but my God it would be amazing if done right.

Yesssssss yesssssss yesssssss yesssssssss

Catalix
And on the sixth day the LORD David Bowie created man and woman in His image. And he saw that it

#89

was good. On the seventh day the LORD created videogames so that He might take the bloody day off for once.
(01-31-2013, 11:26 PM)

Quote

The GameSpeak system, as featured in Oddworld games. A real quick and easy way to give players a wider range of interaction with NPCs.

I'd love to have a rudimentary language system like this in a GTA, for example. To use either on missions, or with random pedestrians.

Loxley
Member
(01-31-2013, 11:28 PM)

#90

Quote

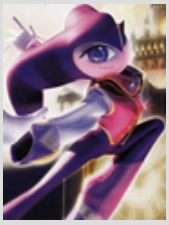
Blizzard's phasing technology that they've been implementing into World of Warcraft over the last 3-4 years is amazing. The fact that you can permanently change the terrain of an environment by completing quests really gives a sense that your actions are having an effect on the world.

I wish more MMO's would implement something like it, it's a great tool.

jetjevons
Bish loves my games!
(01-31-2013, 11:30 PM)

#91

Quote



> Originally Posted by **Mama Robotnik**
>
> Real-time plane shifting and parallel realities.

Soul Reaver (yeah I know, I'm mentioning it again) had this awesome concept that there were two parallel worlds - the living **material realm** and the dead **spectral realm**. The main character would shift from one to the other in real-time, the world distorting around him.

The material realm was all decayed architecture and faded browns and greys. The spectral realm was a distorted blue and green version of this, with pillars and walls contorting during the transition, cracks expanding to passageways, walls transforming to stairs, and outcrops turning into bridges. Rivers, lakes and all water bodies were locked into the material realm, turning a pond for example into a deep explorable spectral pit. Torrential subterranean rivers in material would become explorable caves in spectral.

In story terms, statues, murals and art from the material realm would always reveal an innate truth when viewed in the spectral realm. Murals of human warriors - who would later become vampires - showed fangs when viewed in spectral. Stained glass windows depicting a romantacised historical event in material - would creepily show the dark truth when viewed in spectral. Altars to divination, would show the demonic undercurrents beneath the religious veil.

Time also froze when entering spectral, allowing the hero to enter the realm in battle, and re-emerge in material behind his adversary.

The series neglected to explore this absolutely brilliant concept in the sequels, unfortunately. A shame as it was so expertly done, with the visible transition between the realities making the experience far more immediate than even Metroid Prime 2 and Link to the Past.

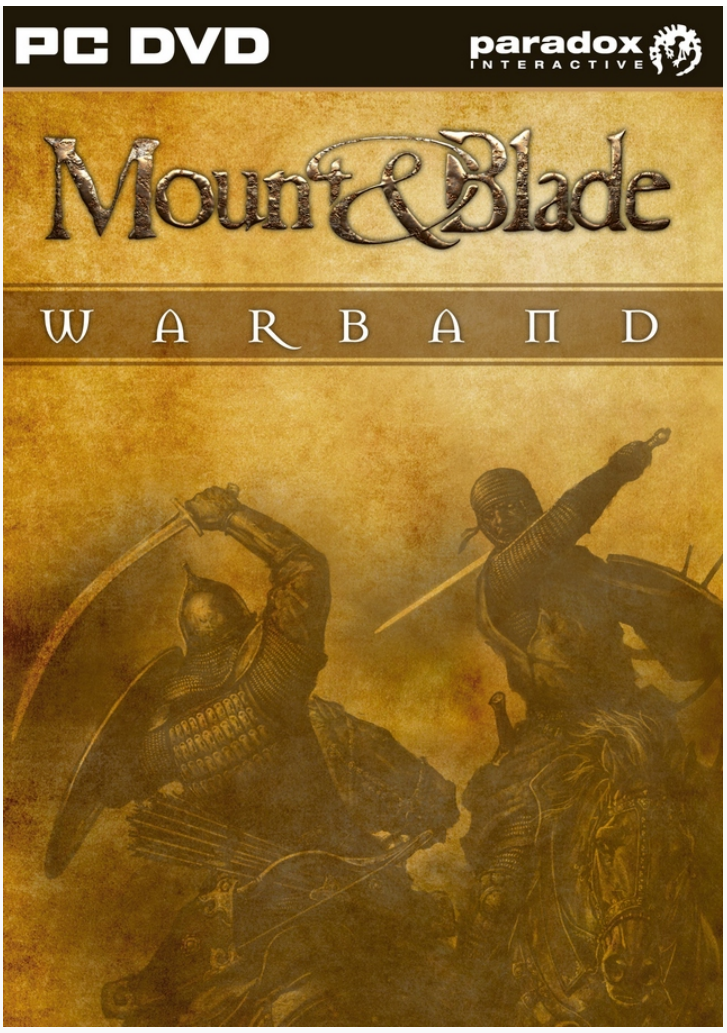
Quantum Conundrum is the game you're looking for.

TucoBenedictoPacifico
Banned
(01-31-2013, 11:33 PM)
Quote

#92

Originally Posted by **Raptomex**

This game. And pretty much all of it's aspects.



No fantasy elements. Just straight up Medieval war. One can say Chivalry but I'm talking about the single player experience.

I'm still crossing my fingers and chanting all sort of prayers hoping for the sequel to improve over the original enough.
Please, M&BII: Bannerlords, don't be disappointing.

RoboPlato
I'd be in the dick
(01-31-2013, 11:36 PM)
Quote

#93

Hub worlds

I think it's a brilliant way to have a game be more open and the world feel connected than most linear games but without the immense time and detail that goes into a full-on open world game. Halo: ODST probably had one of the first implementations of a hub world I've seen outside of a platformer or RPG and it was wonderful. Stuff to explore and find as well as being able to see the main area shift as you finished missions was great. I want to see this in more games.

Dr.Hadji
Member
(02-01-2013, 12:52 AM)
Quote

#94

> Originally Posted by **TheCongressman1**
> Momentum in platformers, both 2d and 3d...
>
> Ahem, Sonic...
>
> I also like **motion swordplay seen in Red Steel 2 and Skyward Sword**. Especially for Zelda it works really well, but needs to be expanded and improved on.

Yup. Though I'm guessing we won't see more motion controlled sword play for a long while now. Its going to go the way of Bushido Blade.

Retro
The Tree of Liberty
(02-01-2013, 01:12 AM)
Quote
Retro's Avatar

#95

> Originally Posted by **Loxley**
> Blizzard's phasing technology that they've been implementing into World of Warcraft over the last 3-4 years is amazing. The fact that you can permanently change the terrain of an environment by completing quests really gives a sense that your actions are having an effect on the world.
>
> I wish more MMO's would implement something like it, it's a great tool.

Guild Wars 2's dynamic event system does this without having to jerry-rig it in with instanced phases that some players are in and some aren't. Bridges are blown up and repaired, forward bases are established and lost, enemy camps are destroyed and retaken, and everyone in the world can see it and contribute to the changes taking place.

They've even had one-time events which, despite server issues due to overwhelming response, were quite cool to see. Landing on an enemy shore, fighting off giant crabs, clearing forests to create a road into the island and using the timber to construct a permanent bridge was a blast.. and knowing nobody will ever see that happen again is kind of weird. Just wish it hadn't been so laggy because of all the people.

KimonoNoNo
Member
(02-01-2013, 02:06 AM)
Quote

#96

> Originally Posted by **ekim**
> A crime scene simulator that I hoped LA Noire would be.

> Originally Posted by **Gustav**
> Investigation
>
> Games that tried, but didn't live up to what I wish for:
>
> L.A. Noire
> Ace Attorney Series
> Blade Runner
> Golden Gate Killer
> X - Files
> Hotel Dusk

> Originally Posted by **Kagari**
> Film noir settings.

Yeah I would like to see a proper Police procedural or Philip Marlow style private investigator style game.

Or maybe a proper Cyberpunk adventure/RPG (but please not a FPS/TPS) along the lines of Ghost in the Shell on the tail of the Laughing Man.

The beginning of that Watchdogs trailer had the right idea before it went all shoot shoot bang bang.

Mac the KNife
Member
(02-01-2013, 02:16 AM)
Quote

#97

Time-based objectives Dead Rising style. Added a good amount of tension & versatility to the game.

Cameron122
Member
(02-01-2013, 11:20 PM)
Quote

#98

Another thing I want, within next gen/next few years.

An MMO like EVE but a European fantasy setting. No NPCs. Just players.

NullPointer
#INTESTINAL
(02-01-2013, 11:57 PM)
Quote

#99

* **Left 4 Dead's AI director and dynamic spawning**, but applied to more interesting enemy AI than zombies. This is the main reason I'm hyped for Gears of War Judgment than any other game this year so far.

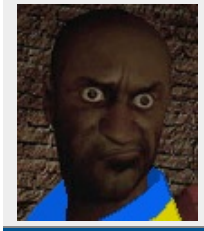
* **Possessed Weaponry in Darksiders 2**. For those who don't know, you can find possessed weaponry and sacrifice other magic items to it to level it up. When a possessed weapon levels up you can choose two different magical bonuses to apply to it, based upon the properties of the items you fed it. Its a brilliant and simple crafting/item sink system for a loot game.

* **Voice control for console RTS**. EndWar showed that this could work, and work well, even if that game was mostly a tech demo. The key is not to even attempt to recreate the PC RTS experience, but re-imagine it entirely to where you aren't fighting the controls. I actually prefer voice commands over frenetic mouse clicks.

* **Syndicate's hacking**. It works just like Gears of War's active reload, but you can use it during combat to defuse grenades and missiles in mid-air, shift aspects of the environment, take control of turrets, enemies, etc. Really adds a nice dynamic to combat.

* **Need for Speed Shift's track mastery**. You're scored on each turn of a track, and when you ace all the turns you've mastered the track. This was a great mini-objective to try to conquer when practicing and provided some nice feedback and investment. Do this not only for tracks but cars as well (reach top speed for 30 seconds, drift x yards, jump x yards, win X races as stock, win X races at every class level, etc.).

legacyzero
Member
(02-02-2013, 12:14 AM)
Quote



#100

I just LOVED fucking with the terrain.

Post Reply

Page 1 of 2 1 2 Next →

All times are GMT +1. The time now is 04:47 PM. | You last visited: 09-30-2015 at 11:15 AM

Contact Us