
How many MMOFPS games are there?

Posted by JuneBug - 2007/11/01 19:29

Is Savage even considered to be one?

I know only of Planetside for the most part. I guess there is WW2 online. Does anyone even play that anymore?

Damn an update to that would be sweet.

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Re:How many MMOFPS games are there?

Posted by Taiko! - 2007/11/01 20:21

WW2OL continues to get updates within the same series but have never talked about a redesigned sequel, at least in public. They did go from regular WW2OL to WW2OL: Battlefield Europe. I don't recall seeing gigantic leaps of improvement though.

Savage has been under my scope for awhile. It's not necessarily an MMOFPS in my own opinion. It's a match based RTS with some FPS aspects and character persistence in it from what I understand. I should be adding it to the directory soon but I'm confident in saying it's not like Planetside.

Right now I would say Planetside and WW2OL are some of the only raw MMOFPS games out there right now. Everybody else just dabbles in the genre not really taking it head on like SOE did.

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Re:How many MMOFPS games are there?

Posted by Octane - 2007/11/01 21:05

I think FoM is a MMOFPS. It has hitboxes and shooting is not fixed, you have to aim.

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Re:How many MMOFPS games are there?

Posted by Sheets - 2007/11/02 06:17

WW2OL is a decent game. if they decided to give it an upgrade graphically, i'd think about putting some serious time into it

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Re:How many MMOFPS games are there?

Posted by jimmy - 2007/11/07 15:00

just wondering how many people have to play to make the game a MMOFPS? Personally I think anything over 30 people in one place get it the MMO status.

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Re:How many MMOFPS games are there?

Posted by th_madness - 2007/11/07 21:30

Yeh i Agree with jimmy with this one i think quite a few must play together to make it a mmo

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Re:How many MMOFPS games are there?

Posted by Whiskey Tango Foxtrot - 2007/11/19 19:24

If it takes 30 people to call it a MMO, would that make Counter-Strike MMOFPS in some cases? I've seen 32 (and much larger amounts on lots of servers) players in one game. A game as "revolutionary" as PlanetSide can have well over 300 people in one place at one time. The only problem with PlanetSide anymore is getting people to play. Development has been progressive, yet slow. SOE kind of spread themselves thin for it.

WW2OL and PlanetSide definitely paved the way for other MMOFPS to come along, but there's really no better way to do it than how they pulled it off.

Re:How many MMOFPS games are there?

Posted by Uriel - 2007/11/19 20:39

I think the MMO world is going to change here soon.

In the near future I'm sure we will see a FPS movement among companies. I say this because how many MMORPG's have crashed and burned to WOW and EQ?

You can all ready see it happening with Hellgate, Huxley and others. The MMOFPS is still a new concept in production. The only reason why we see companies trying to come out with MMORPGs instead of MMOFPS, is because they are worried that players will get board of it fast, and treat it like a normal DM FPS game.

Re:How many MMOFPS games are there?

Posted by Taiko! - 2007/11/19 22:44

I agree, MMORPG's were the latest and greatest. The next big thing is MMOFPS's.

Re:How many MMOFPS games are there?

Posted by thexman10 - 2007/12/10 14:42

Soldier Front is an awesome mmofps I think.

Re:How many MMOFPS games are there?

Posted by Karu - 2008/03/08 14:17

World War II Online is not just another mmofps,WWIIOL is now and always has been, the only true virtual war on the internet.

this last year has seen many great new features introduced. brigade based supply where your supply follows the brigade instead of having a spawnlist in every town.Attack Objective system to concentrate players into big battles.

new infantry types including snipers,mortarmen,anti-tank riflemen,and grenadiers (rifle launched grenades)all with paratrooper equivelants.

new tanks like the Tiger,sherman 76mm,churchill and crusader series.

mobile spawns and captured depo spawns ensure quick,intense,combat.

an equipment tier system to simulate a rough timeline.(example: tier0 has the PzII, tier1 has PzIIId,tier2 has the PzIIIh,tier3 has the Tiger) tier cycles last about 3 weeks or more depending on how much you bomb the factories.

if you want to play quake style FPS, you dont want WWIIOL, if you want to be in a war,WWIIOL is what you want.

here is a video clip my squaddie made for posting to sites like this

<http://files.filefront.com/UltimateBattlegroundSDwmv/;9519928;/fileinfo.html>

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Re:How many MMOFPS games are there?

Posted by Wakoo - 2008/05/03 04:26

Plus there is some promissing FPS game, like Black Prophecy, Jungate Evolution or Darkfall Online.

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