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Game Development

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Rainbow Six Siege

1. How long do I think it took to make the game?: Siege is a very expansive and complex game so I would imagine the original build of the game took at least a few years until it was ready for release.

2. What do you think was the hardest mechanic to implement?: Probably the hit registration/gunplay. The time to kill in Siege is so fast that there is zero room for error on the games part. If the gunplay and hit registration was clunky or finicky the game would fall on its face.

3. What is the selling point of this game? The selling point of the game is the multitude of different play styles that can be achieved through the different operators. The tactical nature of the game rewards players who are always one step ahead of their opponents.

4. How does this compare to other games you've played? While looking at the game on a surface level it appears to look like any other first person shooter, but after playing you'll see just how unique and unlike any other game siege actually is.