


07-14-2008, 05:21 PM		# 1 (permalink)
Parasight Pro  OVR: 11 Join Date: Aug 2006 Posts: 804	E3: NBA Live 09 - Dynamic DNA & NBA 365 http://ps3.ign.com/articles/889/889003p1.html These are HUGE new features IMO. They put a big amount of pressure on 2K. Real-time updates on rosters, injuries, line-ups, statistics, AI, etc.	
	Quote	


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07-14-2008, 05:25 PM		# 2 (permalink)
Supersonic_BR Rookie OVR: 4 Join Date: Apr 2007 Posts: 270	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 I'm really looking foward to playing live 09.This seems VERY promissing.	
	Quote	



07-14-2008, 05:36 PM		# 3 (permalink)
rockchisler Come on Ms Hill  OVR: 35 Join Date: Oct 2002 Location: Rochester Hills , MI Posts: 5,402	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 WoW www.myspace.com/those70sguys Follow me on www.Twitter/Rockchisler Just type [SPOILER] and [/ SPOILER], without any spaces. ROOKIE KILLER	
	Quote	

07-14-2008, 05:43 PM		# 4 (permalink)
bateman11 MVP	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 That sounds crazy, but I am going to have to read that article 5 more times so I can understand it, lol. But, for someone like me, I dont have PSN. So these features won't do one thing for	


 <p>OVR: 14 Join Date: Jul 2004 Posts: 1,361</p>	<p>me.</p> <p>PSN: rose2kobe24</p> <p style="text-align: right;"></p>
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<p>07-14-2008, 05:46 PM #5 (permalink)</p>	
<p>Jano Mr. Solo Dolo</p>  <p>OVR: 20 Join Date: May 2004 Location: Norwalk, CA Posts: 1,271</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Wow this is big I was just expecting the game to just update the players ratings but this even bigger than that. I hope something like this implemented in 2K9 because this seems like its going to be a great feature for sports games.</p> <p style="text-align: right;"></p>

<p>07-14-2008, 05:48 PM #6 (permalink)</p>	
<p>blingballa333 Pro</p>  <p>OVR: 10 Join Date: Sep 2004 Location: Stayton, OR Posts: 689</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Sounds cool, actually it sounds great. But enough with these new features, show us some GAMEPLAY!!!!!!</p> <p>Gamertag: RipCity71252</p> <p><u>~Steelers Scoreba rd~</u> Steelers: 14 Bears: 17 F Record: (1-1)</p> <p>Proud to be a Blazer Fan</p> <p>Great Northwest Baby!</p> <p style="text-align: right;"></p>

<p>07-14-2008, 05:58 PM #7 (permalink)</p>	
<p>Stumbleweed High Ya'll</p>  <p>OVR: 38 Join Date: Oct 2006 Location: Denver Posts: 5,025</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Ahhhh, Synergy Sports. I was wondering where they were gonna get all of this meaningful data. It'll be insanely accurate if Synergy is involved. If you guys aren't aware, Synergy Sports is a buy-in database that teams, coaches, press, etc. pay for and it has every single play from every game of the season saved in video format and searchable. So if you wanted to see how Melo functions when on the left block shooting fadeaway jumpers, you can get video of all the times that happened during the season... pretty incredible.</p> <p>Anyway, now that I know they're behind this, it makes it even more interesting simply because they track SO much data. If even half of it gets implemented into the game, this will be an amazing feature. I'm really impressed by EA's efforts so far this year -- now if the game plays well, then we'll really be in business.</p> <p style="text-align: right;"></p>

<p>07-14-2008, 06:33 PM #8 (permalink)</p>	
<p>ezekiel55</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p>

<p>This Face Cashes Checks</p>  <p>OVR: 27 Join Date: Nov 2003 Location: Chi-Town Posts: 2,186</p> 	<p>This innovation needs to be in every sports game made from here on out...</p> 
<p>07-14-2008, 06:54 PM</p> <p>Parasight Pro</p>  <p>OVR: 11 Join Date: Aug 2006 Posts: 804</p> 	<p>#9 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>They just showcased the game in EA's Press Conference @ E3.</p> <p>It looks good. The up-and-under that KG executed looked smooth. I'm actually excited about this game. Let's see what 2K has up their sleeve. It's tough to top a game that updates DAILY!</p> 
<p>07-14-2008, 06:59 PM</p> <p>jewelz1132 MVP</p>  <p>OVR: 12 Join Date: Jun 2003 Posts: 1,169</p> 	<p>#10 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>man the stream I was looking at well not looking at was horrible..pink squares all over the screen..only thing I saw was the celtics court..it was like watching scrambled porn and you manage to get the screen clear for 2 quick seconds</p>

<p>07-14-2008, 07:00 PM</p> <p>thmst30 My Sports Life</p>  <p>OVR: 29 Join Date: Mar 2005 Location: Beautiful Mountains of North Carolina Posts: 3,740</p>	<p style="text-align: right;">#11 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Its big, IF it works, and IF the gameplay is actually improved. If the game still plays like **** then these features are useless.</p> <p style="text-align: right;">Quote</p>
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<p>07-14-2008, 07:03 PM</p> <p>edubbs MVP</p> <p>OVR: 14 Join Date: Aug 2002 Posts: 1,931</p>	<p style="text-align: right;">#12 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Let's see some 5 on 5 vids.</p> <p>EA with these great sounding features as usual.</p> <p>All I want to see is, if the AI is any good AND does the animations look closer to human beings playing instead of robots like previous years.</p> <p>I know they have to promote/hype the game but, I'm anxious to see the AI in action. An improved feature list means nothing until I see improvements from the core game.</p> <p>I also do not want injuries IRL to dictate what injuries will happen while playing my season. I'm glad you will have the option to disregard certain updates during the season.</p> <p>I like the frequent roster updates though, and it 'sounds' like you will be able to mirror all of the team's depth charts throughout the season. Which is HUGE IMO.</p> <p>I REALLY like the possibility of having current depth charts all season long.</p> <p style="text-align: right;">Quote</p>
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<p>07-14-2008, 07:08 PM</p> <p>Jai-O Pro</p> <p>OVR: 13 Join Date: Jul 2007 Posts: 902</p>	<p style="text-align: right;">#13 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Being able to have all those updates quickly (daily even) gives EA a huge advantage with their rosters. 2K has been notoriously slow with roster updates, so this is a huge feature for Live.</p> <p>What is also nice is that the injuries/lineups/trades will get done quickly. I know there are a few people who play sports games and want to mirror the real life sport as accurately as possible (for example, starting the 2007 NBA season in a game with Oden injured for the year). This feature makes everything more realistic in that sense.</p> <p>However, if the gameplay still sucks, it doesn't matter if you know what lineup the Nets</p>
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were using yesterday.

I know 2K uses STATS (<http://www.stats.com>) for their updates, never heard of synergy before.



07-14-2008, 07:10 PM

#14 (permalink)

rockchisler
Come on Ms Hill



OVR: 35
Join Date: Oct 2002
Location: Rochester Hills, MI
Posts: 5,402

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by **jewelz1132**

man the stream I was looking at well not looking at was horrible..pink squares all over the screen..only thing I saw was the celtics court..it was like watching scrambled porn and you manage to get the screen clear for 2 quick seconds

I had the same problem my man, after refreshing about 9 million times I got to see a choppy version of Live 09 it looked sweet tho and I like the idea of 365 and DNA.

www.myspace.com/those70sguys

Follow me on www.Twitter/Rockchisler

Just type [SPOILER] and [/ SPOILER], without any spaces.

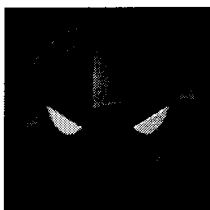
ROOKIE KILLER



07-14-2008, 07:38 PM

#15 (permalink)

Pared
Whose side are you on?



OVR: 76
Join Date: Feb 2003
Location: The city so nice they named it twice!
Posts: 28,454

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

I told the dev. team over and over: This was revolutionize sports gaming IF it works as advertised. The execution is the biggest thing I think we're all worried about.

Either way... this will be HUGE. The potential is off the charts.

[OS Vets NBA 2k7 Champion]

Quote:

"Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."

Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show



07-14-2008, 07:48 PM

#16 (permalink)

J_Posse512
Rookie



OVR: 9
Join Date: Jun 2005
Location: MD
Posts: 361

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

If they can have 100% accurate rosters daily, up-to-date player tendencies and ratings with improved gameplay then 2K/VC may finally have some competition, again. I'll definitely give it a rental, probably during the regular season, but VC better have something huge up their sleeve.

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Official OS Bills Backers Club Member

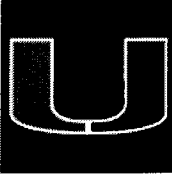






07-14-2008, 08:06 PM

#17 (permalink)

warnerwif98
MVP

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

 <p>OVR: 11 Join Date: Sep 2003 Location: Northern AZ Posts: 1,779</p>	<p>Here's a vid showcasing the new features:</p> <p>http://ps3.ign.com/dor/objects/14241...AL_071408.html</p> <p>There's some more gameplay in the video as well. This takes drive/short/mid/long range tendencies to the Nth degree. I just wonder when it's combined with the actual gameplay if it'll work.</p> <p>"A man doesn't know the size of the shadow he casts until he stands up."</p> <p>- Gil Favor</p> <p></p>
<p>07-14-2008, 08:13 PM</p> <p>ethanlee29 Rookie</p> <p>OVR: 2 Join Date: Jul 2005 Posts: 47</p>	<p>#18 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>^wow that dunk by dirk looks LIGHTYEARS ahead of 08's dunk animations</p> <p></p>
<p>07-14-2008, 08:20 PM</p> <p>Jai-O Pro</p> <p>OVR: 13 Join Date: Jul 2007 Posts: 902</p>	<p>#19 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by ethanlee29</p> <p><i>^wow that dunk by dirk looks LIGHTYEARS ahead of 08's dunk animations</i></p> <p>Player movement looks so much better right now. I'm talking about the Shaq dunk/Dirk Dunk, and one of Kobe's jumpers.</p> <p></p>
<p>07-14-2008, 08:35 PM</p> <p>edubbs MVP</p> <p>OVR: 14 Join Date: Aug 2002 Posts: 1,931</p>	<p>#20 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Yeah the dunks do not look as bad as 08. However, I see waaaay too many left handed dunks in those vids. The 2k series has the same problem.</p>

<p>07-14-2008, 08:37 PM</p> <p>goldisheavy Rookie</p>  <p>OVR: 1 Join Date: Oct 2003 Posts: 78</p>	<p>#21 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>seems like three steps forward and one step back. at the end of the day, its two steps in the right direction.</p> <p>"Allen, did fatigue play a part in your loss tonight (in reference to the Sixers going down 3-1 to the Lakers)?" The Answer: "Thats army clothes"</p> <p>Quote</p>
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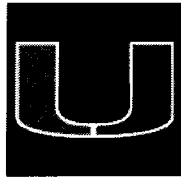

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<p>07-14-2008, 08:40 PM</p> <p>BiggD MVP</p>  <p>OVR: 14 Join Date: Sep 2003 Posts: 1,364</p>	<p>#22 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>DAMMMMMMMM.....thats hot!!</p> <p>can someone let me know whats with all the lines on the court?? (i've got no audio atm)</p> <p>Randolph,Morrow,Curry = Run RMC</p> <p>the new era in GSW BASKETBALL</p> <p>Quote</p>
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<p>07-14-2008, 08:44 PM</p> <p>EWRMETS All Star</p>  <p>OVR: 18 Join Date: Jul 2002 Posts: 7,175</p>	<p>#23 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Based off that video, I think Live will be better than 2k9.</p> <p>Quote</p>
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<p>07-14-2008, 08:47 PM</p> <p>warnerwlf98 MVP</p>	<p>#24 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by BiggD</p> <p>DAMMMMMMMM.....thats hot!!</p> <p>can someone let me know whats with all the lines on the court?? (i've</p>
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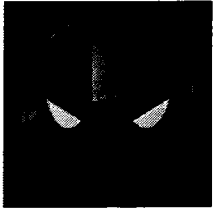

 <p>OVR: 11 Join Date: Sep 2003 Location: Northern AZ Posts: 1,779</p>	<p><i>got no audio atm)</i></p> <p>It's the hot/cold shooting regions from last year's Live. Last year, you pressed a button to display a multi-color version - now it's just an transparent overlay and not so busy.</p> <p>"A man doesn't know the size of the shadow he casts until he stands up."</p> <p>- Gil Favor</p> <p style="text-align: right;"></p>
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<p>07-14-2008, 08:47 PM #25 (permalink)</p>	
<p>Jai-O Pro</p> <p>OVR: 13 Join Date: Jul 2007 Posts: 902</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by BiggD <i>DAMMMMMMMMM.....thats hot!!</i></p> <p><i>can someone let me know whats with all the lines on the court?? (i've got no audio atm)</i></p> <p>Player hotspots. Each coloured section is a spot on the floor. Think you can figure out the rest </p> <p style="text-align: right;"></p>

<p>07-14-2008, 08:48 PM #26 (permalink)</p>	
<p>rockchisler Come on Ms Hill</p>  <p>OVR: 35 Join Date: Oct 2002 Location: Rochester Hills , MI Posts: 5,402</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>off subject, but in the video did anybody peep the crowd? looks like everyone is a individual, 1 person might stand up but others sit down, kinda sweet...</p> <p>www.myspace.com/those70sguys</p> <p>Follow me on www.Twitter/Rockchisler</p> <p>Just type [SPOILER] and [/ SPOILER], without any spaces.</p> <p>ROOKIE KILLER</p> <p><i>Last edited by rockchisler; 07-14-2008 at 08:52 PM.</i></p> <p style="text-align: right;"></p>

<p>07-14-2008, 08:49 PM #27 (permalink)</p>	
<p>jnb5001 Rookie</p> <p>OVR: 2 Join Date: Sep 2006 Posts: 61</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>This game may take the biggest leap forward of any sports game this year . This looks like a totally new game almost "dare i say" 2kish. Picking up Mike Wang is paying off, cant wait till October.</p> <p style="text-align: right;"></p>

<p>07-14-2008, 08:50 PM #28 (permalink)</p>	
<p>Jai-O Pro</p> <p>OVR: 13 Join Date: Jul 2007 Posts: 902</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by EWRMETS <i>Based off that video, I think Live will be better than 2k9.</i></p> <p>Can't count 2K out yet. Still have to see what they will offer this year.</p> <p style="text-align: right;"></p>

<p>07-14-2008, 08:55 PM</p> <p>Pared Whose side are you on?</p>  <p>OVR: 76 Join Date: Feb 2003 Location: The city so nice they named it twice! Posts: 28,454</p>	<p>#29 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by EWRMETS <i>Based off that video, I think Live will be better than 2k9.</i></p> <p>Without seeing what 2k9 has to offer?</p> <p>Compared to Live 08 I can understand... but to compare it to a game we have absolutely no information on....?</p> <p>[OS Vets NBA 2k7 Champion]</p> <p>Quote: "Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."</p> <p>Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show</p> <p>Quote</p>
<p>07-14-2008, 08:57 PM</p> <p>EWRMETS All Star</p>  <p>OVR: 18 Join Date: Jul 2002 Posts: 7,175</p>	<p>#30 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by Jai-O <i>Can't count 2K out yet. Still have to see what they will offer this year.</i></p> <p>Quote: Originally Posted by Pared <i>Without seeing what 2k9 has to offer?</i></p> <p><i>Compared to Live 08 I can understand... but to compare it to a game we have absolutely no information on....?</i></p> <p>Yeah but 2k's biggest flaws are that the pick and roll game is terrible and it's unnatural to drive and dish. Penetration is more realistic in Live and they look to have addressed the Pick and Roll game. I imagine that 2k will be more polished since they've gotten the game right over the past few years. 2k has a great ability to get realistic stats with 12 minute quarters but like most 2k games, the game is way too stiff.</p>

07-14-2008, 09:01 PM		#31 (permalink)
bateman11 MVP  OVR: 14 Join Date: Jul 2004 Posts: 1,361	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>Wow, just saw the vid, I am amazed at how sweet the crossovers look. SOOO fluid. I cant wait.</p> <p>PSN: rose2kobe24</p>	
		Quote

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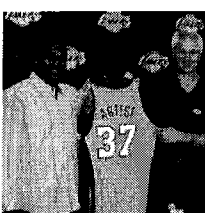
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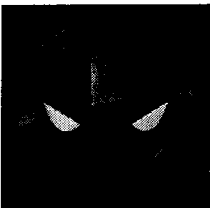
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07-14-2008, 09:07 PM		#32 (permalink)
aholbert32 Ron Ron = Back 2 Back  OVR: 36 Join Date: Jul 2002 Posts: 11,479	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>Quote: Originally Posted by Pared</p> <p><i>Without seeing what 2k9 has to offer?</i></p> <p><i>Compared to Live 08 I can understand... but to compare it to a game we have absolutely no information on....?</i></p> <p>LOL. You gotta love OS. The 30 seconds of gameplay I saw looked good but its was only....30 seconds. I'm not about to say the game is good or better than 2k.</p> <p>Dynamic DNA is a great idea but I hope its implemented well. EA struggles implementing new features the first year.</p>	
		Quote


07-14-2008, 09:12 PM		#33 (permalink)
EWRMETS All Star  OVR: 18 Join Date: Jul 2002 Posts: 7,175	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>Quote: Originally Posted by aholbert32</p> <p><i>LOL. You gotta love OS. The 30 seconds of gameplay I saw looked good but its was only....30 seconds. I'm not about to say the game is good or better than 2k.</i></p> <p><i>Dynamic DNA is a great idea but I hope its implemented well. EA struggles implementing new features the first year.</i></p> <p>Maybe I should have said I'm looking more forward to Live. Dynamic DNA is an incredibly revolutionary feature.</p>	
		Quote

07-14-2008, 09:14 PM		#34 (permalink)
Ruff Ryder	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365	

<p>Howdy Neighbor.</p>  <p>OVR: 23 Join Date: Sep 2003 Location: Somewhere between the real and the fakeness, the red pill, blue pill, real and the matrix (VA) Posts: 2,823</p>	<p>Man this sounds real interesting. I could see it becoming a standard for sports games in the future.</p> <p>And the gameplay clips looked real good. Kobe's shot looked beautiful, all the way down to the flick of his wrist.</p> <p style="text-align: center;">[NYK DAL VT] All the bullsh** in the game, only thing they wanna kill is f***in' autotune But before you gun it down Know they only say hip hop is dead Because the dope ish is underground! Joe Budden Twitter Last.fm</p> <p>Quote: Originally Posted by DCallAmerican <i>How many brothers fell victim to the skeet.....</i></p> <p style="text-align: right;">Quote</p>
<p>07-14-2008, 09:17 PM #35 (permalink)</p>	
<p>Supersonic_BR Rookie</p> <p>OVR: 4 Join Date: Apr 2007 Posts: 270</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Here is the producer blog explaining with more details about the features in LIVE 365.</p> <p>http://www.easports.com/nbalive09/ne...sId=pblog71108</p> <p style="text-align: right;">Quote</p>
<p>07-14-2008, 09:18 PM #36 (permalink)</p>	
<p>ThreeKing Banned</p> <p>OVR: 27 Join Date: Aug 2007 Location: Chicago, IL. Posts: 2,768</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>This game looks a ton better than previous versions.</p> <p>But the ball and rim physics still look the same to me. It seems like the ball slows down a little at the last second before going in.</p> <p>The one thing 2K has is sweet ball and rim physics. I'll wait for more videos as it is still early. But Live is looking really better this year. A lot smoother for sure.</p> <p style="text-align: right;">Quote</p>
<p>07-14-2008, 09:19 PM #37 (permalink)</p>	
<p>Pared Whose side are you on?</p>  <p>OVR: 76 Join Date: Feb 2003 Location: The city so nice they named it twice! Posts: 28,454</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by aholbert32 <i>LOL. You gotta love OS. The 30 seconds of gameplay I saw looked good but its was only....30 seconds. I'm not about to say the game is good or better than 2k.</i></p> <p><i>Dynamic DNA is a great idea but I hope its implemented well. EA struggles implementing new features the first year.</i></p> <p>Well guys have their preference and that's fine. I just think it's a bit much to proclaim a "better" game at this point.</p> <p>For anyone that saw the video, you can see the improved score ticker I was referring to. It looks even better with items appearing next to it! ☺</p> <p style="text-align: center;">[OS Vets NBA 2k7 Champion]</p> <p>Quote: "Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."</p> <p>Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show</p> <p style="text-align: right;">Quote</p>

07-14-2008, 09:20 PM #38 (permalink)

23
23




OVR: 67
Join Date: Sep 2002
Location: Los Angeles
Posts: 29,397

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

I REEEEEEEALLLY wish they would fix those lower bodies. It makes their player models look like trash, especially how their legs from the waist down looks like they have down syndrome.


Other than that, the animations looked more fluid. Looks like they added that every player is ambidextrous(sp?) dunk with whichever hand is closest to the basket, which i hate.

Overall the clip looked good, more fluid than before, and as i said, i will wait to see how this feature turns out.



07-14-2008, 09:22 PM #39 (permalink)

Pared
Whose side are you on?



OVR: 76
Join Date: Feb 2003
Location: The city so nice they named it twice!
Posts: 28,454

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by **ThreeKing**
This game looks a ton better than previous versions.

But the ball and rim physics still look the same to me. It seems like the ball slows down a little at the last second before going in.

The one thing 2K has is sweet ball and rim physics. I'll wait for more videos as it is still early. But Live is looking really better this year. A lot smoother for sure.


Yeah, remember this most likely isn't a final build but that is pretty close to what I saw during my time at EA. Not very impressive and I'm still holding out hope that they are improved.

You can hear the improved crowd reactions slightly. They really shine in close games.

[OS Vets NBA 2k7 Champion]


Quote:
"Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."

Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show



07-14-2008, 09:28 PM #40 (permalink)

DW3
Pro



OVR: 19
Join Date: Oct 2005
Location: Houston, Tx
Posts: 568

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

OMG!!!! That video is sick. Finally their players animate like humans!

Formally known as lilyo06

Michael Jordan is the G.O.A.T. and Dwade is his son!

October 6 cant come fast enough!! Cant wait to play NBA Live 10!!!

Great job Live Dev Team. You guys as a whole have just revived

07-14-2008, 09:31 PM		#41 (permalink)
DueceDigla All Star OVR: 23 Join Date: Aug 2002 Posts: 9,132	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365	
	The few seconds of gameplay footage looked pretty impressive to me.	
	Is the DNA feature only for PS3?	
		Quote

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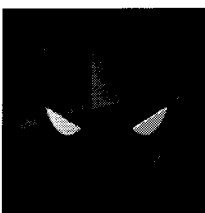

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07-14-2008, 09:33 PM		#42 (permalink)
shifty Rookie  OVR: 3 Join Date: May 2007 Posts: 52	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365	
	looks very nice, ill prob be getting both, no point in dissing ea or 2k. at the end of the day, its good for us if they step up their game.	
		Quote

07-14-2008, 09:36 PM		#43 (permalink)
Jano Mr. Solo Dolo  OVR: 20 Join Date: May 2004 Location: Norwalk, CA Posts: 1,271	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365	
	No Duece its also for 360 too.	
		Quote

07-14-2008, 09:36 PM		#44 (permalink)
goldisheavy Rookie	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365	
	<div>Quote: Originally Posted by DueceDigla</div> <div>Is the DNA feature only for PS3?</div>	
	no	

 <p>OVR: 1 Join Date: Oct 2003 Posts: 78</p>	<p>"Allen, did fatigue play a part in your loss tonight (in reference to the Sixers going down 3-1 to the Lakers)?" The Answer: "Thats army clothes"</p> <p>Quote</p>
<p>07-14-2008, 09:54 PM #45 (permalink)</p>	
<p>DueceDiggle All Star</p> <p>OVR: 23 Join Date: Aug 2002 Posts: 9,132</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Nice, I will most likely pick it up then. I just don't like the fact that if a guy gets hurt in real life, he gets hurt in my season. Doesn't seem right. And if thats the case, does that mean there will be no in game injuries?</p> <p>Quote</p>
<p>07-14-2008, 09:56 PM #46 (permalink)</p>	
<p>Pared Whose side are you on?</p>  <p>OVR: 76 Join Date: Feb 2003 Location: The city so nice they named it twice! Posts: 28,454</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p><i>Quote:</i> Originally Posted by DueceDiggle</p> <p><i>Nice, I will most likely pick it up then. I just don't like the fact that if a guy gets hurt in real life, he gets hurt in my season. Doesn't seem right. And if thats the case, does that mean there will be no in game injuries?</i></p> <p>That's not what will happen. Your season is going to be specifically closed from this feature. When you start your dynasty, whatever happens in the real NBA will not effect your dynasty.</p> <p>[OS Vets NBA 2k7 Champion]</p> <p><i>Quote:</i></p> <p>"Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."</p> <p>Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show</p> <p>Quote</p>
<p>07-14-2008, 10:01 PM #47 (permalink)</p>	
<p>RubenDouglas Robert Swift's Mentor</p>  <p>OVR: 26 Join Date: May 2003 Posts: 14,474</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>as always i OVER think things.</p> <p>can someone break this down for me?</p> <p>let me get this straight, you can sync this up for EXHIBITION games to have truly up to date ratings and lineups etc whether its 10 games into the real season, or in march of 2009 when you still want to play exhibition... correct?</p> <p>then theres a DYNASTY mode dynamic which uses real dynasty games either simulated or played and updates the stats and ratings that way, correct? similiar to whats already happening in the 2k series for years now.</p> <p>what aspect am i missing? these updated 365 things cant apply to dynasty, right, unless you play go through one game a day, in real time following along with the real nba, right?</p> <p>honestly, it just doesnt seem like THAT big of a deal. great addition non the less, but is this the one great big feature they were holding out on giving us info about?</p> <p>inside drive 2000 had a calendar feature where you could PLAY real games on that specified day... this seems to be taking one step further with the updated DAILY rosters and ratings</p> <p>Quote</p>

07-14-2008, 10:07 PM
#48 (permalink)

jfsolo
Dragon Age: Origins-11/3

OVR: 18
Join Date: May 2003
Location: Santa Clarita, CA
Posts: 4,020

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

As a Franchise only player I'm somewhat conflicted about the various features. I wouldn't mind the updating of DNA tendencies, DNA ratings, and Team DNA for my Franchise, but I don't want real life injuries, trades, or streaks to affect my Franchise.

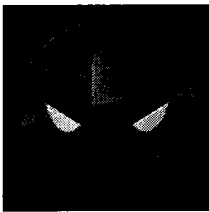
I like that the blog says that you can edit Players DNA/tendencies at any time.

"There seems to be this weird idea that single-player games can get shorter. They can get more expensive and shorter. I don't understand that approach. It's not our approach."

Dan Houser- VP of creativity for Rockstar Games

Quote

07-14-2008, 10:09 PM
#49 (permalink)

Pared
Whose side are you on?

OVR: 76
Join Date: Feb 2003
Location: The city so nice they named it twice!
Posts: 28,454

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by **RubenDouglas**
as always i OVER think things.

can someone break this down for me?

*let me get this straight, you can sync this up for **EXHIBITION games** to have truly up to date ratings and lineups etc whether its 10 games into the real season, or in march of 2009 when you still want to play exhibition... correct?*

then theres a DYNASTY mode dynamic which uses real dynasty games either simulated or played and updates the stats and ratings that way, correct? similar to whats already happening in the 2k series for years now.

what aspect am i missing? these updated 365 things cant apply to dynasty, right, unless you play go through one game a day, in real time following along with the real nba, right?

honestly, it just doesnt seem like THAT big of a deal. great addition non the less, but is this the one great big feature they were holding out on giving us info about?

inside drive 2000 had a calendar feature where you could PLAY real games on that specified day... this seems to be taking one step further with the updated DAILY rosters and ratings

Much of the impact this will have will be focused in Exhibition play. Again, your dynasty will be closed to any updates that happen.

It actually IS a big deal, as this will be the first sports game to be updated daily... and that includes team lineups and tendencies. Unprecedented in any sports game.

The execution is where I can see some being wary... but the concept is something I've wanted in sports games forever.

Remember, this is a DB with all this information and it will culminate over time. As more games are played, your players should play more like their real counterparts.



A nice feature is you can always just play with the stuff that ships on the disc, which is all this information based on last season. So if you don't like the fact LeBron is passing too often because that is what he is doing next year, just use the stuff from the '07 season.

Lots of flexibility.

[OS Vets NBA 2k7 Champion]

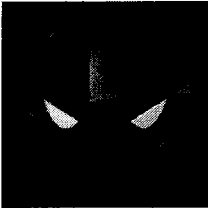
Quote:

"Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the

	<p>consequences."</p> <p>Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show</p> <p></p>
<p>07-14-2008, 10:15 PM #50 (permalink)</p>	
<p>videobastard MVP</p>  <p>OVR: 12 Join Date: Aug 2004 Posts: 2,025</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>They are finally getting some decent lookin animations in this series. It should not have taken this long though. I'm lookin forward to more gameplay videos and of course a demo to play. We might actually have 3 solid basketball games this year.</p>

07-14-2008, 10:19 PM #51 (permalink)

Pared
Whose side are you on?



OVR: 76
Join Date: Feb 2003
Location: The city so nice they named it twice!
Posts: 28,454

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by Jano
I thought dynasty mode was just going to use the rosters you began it with and then all the updates through live 365 wouldn't be used anymore.

Winner winner chicken dinner...

[OS Vets NBA 2k7 Champion]


Quote:
"Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."

Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show

Quote

07-14-2008, 10:21 PM #52 (permalink)

SageInfinite
OS Vet.....



OVR: 41
Join Date: Jul 2002
Location: NJ
Posts: 7,523

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

I can't believe I'm saying this but Live looks good. I now know Pared is the truth without a doubt. This could also help teams play more like their real life counterparts now. I'm officially interested now. I'll keep my eye on live.

Player movement and court atmosphere definitely looks improved. The benches still look a little barren, but the baselines look good. If like could get the atmosphere down visually I really wouldn't have any complaints graphically speaking.

<http://www.myspace.com/sagetheinfinite>
<http://www.myspace.com/phillthegenesis>
<http://www.sageinfinite.com>

"I never brag, how real I keep it, cuz it's the best secret"
Nas


"They wonder why they can't touch it/cuz my **** stay over they heads, like carry on luggage"
Lupe Fiasco

KB24

Quote

07-14-2008, 10:23 PM #53 (permalink)

RubenDouglas
Robert Swift's Mentor



OVR: 26
Join Date: May 2003
Posts: 14,474

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

thanks guys. makes sense. this is dealing with strictly exhibition and possibly, online play ,right?

seeing as how I love to play real life matchups, this is really good news. as you were saying pared, its about the execution.

i can already see myself trying to replicate playing the knicks who had just lost by 50, trying to see if that will come true again. that whole nba rewind feature has me thinking extra hard at all of these potential scenarios that I might want to try to replicate. What if the suns get 50 fastbreak points one night in real life, and have 23 threes. when I play them on that rewind might, will a screen popup showing me what to focus on? are those 23 threes, GURANTEED?

that whole replaying the past has me questioning many aspects already. over analysis mode i tell you.

but for current DECEMBER 25th exhibition mode matchups where you want to play it out before it happens, would be fun.

or even doing a blind test with nba rewind on a random past game. after you play it, check the real stats to see just how close the guys were playing. the rewind mode would almost seem like if a team won in real life, how are the ratings affected? does that guarantee a win for them in their game logic, or catch up? does that team HAVE to attempt 20 threes since it happened in real life?

i can already see myself playing a rewind game where a team hit 15 of 20 threes. the difference will be in MY defense obviously, of the team that let them hit 15 threes in real life. I wont let that happen. Will the CPU force those threes up to get that quota regardless of the tougher D? will the CPU become invincible to meet that 3PM quota? rewind mode almost has you second guessing why even play the knicks when they lost by 48 to boston.. every players rating will be in the 20s lol. i guess we'll see how it turns out to be

fun and innovative. id love to see how that translates in dynasty mode. id go into test mode right away. id play 10-15 games against the suns, letting amare hit open JUMP shots. Then let it be seen if in a few games he does the same? does it become predictable.

I can now see how its a big feature, but its a big feat to get done properly.

Last edited by RubenDouglas; 07-14-2008 at 10:28 PM.



07-14-2008, 10:27 PM

#54 (permalink)

stizz

Pro



OVR: 14

Join Date: Sep 2006

Location: New

Zealand

Posts: 873

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

There's some new images posted at IGN.

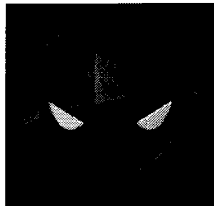


07-14-2008, 10:33 PM

#55 (permalink)

Pared

Whose side are you on?



OVR: 76

Join Date: Feb 2003

Location: The city so

nice they named it

twice!

Posts: 28,454

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by **SageInfinite**

I can't believe I'm saying this but Live looks good. I now know Pared is the truth without a doubt 😊. This could also help teams play more like their real life counterparts now 🏀. I'm officially interested now. I'll keep my eye on live.

Player movement and court atmosphere definitely looks improved. The benches still look a little barren, but the baselines look good. If like could get the atmosphere down visually I really wouldn't have any complaints graphically speaking.

lol Hey I didn't work on the game; Just game my take on it. Lots of improvement from their camp and I'm certainly intrigued with how all this will work.

RD, you got it now. Lots of potential from this feature. As since it's player data, it can only get better as time goes on.

[OS Vets NBA 2k7 Champion]

Quote:

"Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."

Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show



07-14-2008, 10:36 PM



#56 (permalink)



jfsolo



Dragon Age: Origins-11/3



Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

If your Franchise isn't going to be updated, then it would seem like a good time to start your Franchise is about 3 or 4 weeks into the season. That way you can get all the updated

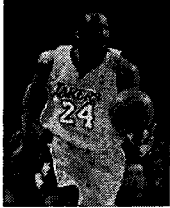


	<p>players, player ratings, players tendencies, and team tendencies thus creating a realistic jumping off point for your Franchise.</p>
<p>OVR: 18 Join Date: May 2003 Location: Santa Clarita, CA Posts: 4,020</p>	<p>"There seems to be this weird idea that single-player games can get shorter. They can get more expensive and shorter. I don't understand that approach. It's not our approach."</p>
	<p>Dan Houser- VP of creativity for Rockstar Games</p>
	





07-14-2008, 10:40 PM		#57 (permalink)
<p>EWRMETS All Star</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p>	
	<p>I think another underrated feature of Dynamic DNA is that they actually will have tendencies of the moves players make based on where they are on the floor and will have dynamic playcalling. Unlike 2k8's playcalling which was based on positions, Live's playcalling is based on the player. So if I go big with the Nets and play Carter at PG, Douglas Roberts at SG, Ryan Anderson at SF, Yi at PF, and Lopez at C, the game will still focus on running plays for Carter. I wonder if the team DNA and updated rosters will also apply to rotations. Pared, did you get any insight into substitutions in Live?</p>	
<p>OVR: 18 Join Date: Jul 2002 Posts: 7,175</p>		





07-14-2008, 10:47 PM		#58 (permalink)
<p>mrnoobie MVP</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p>	
	<p>up to date rosters? its already surpassed 2k lol</p>	
<p>OVR: 17 Join Date: Feb 2003 Posts: 3,550</p>		



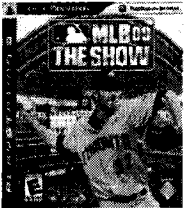




07-14-2008, 10:57 PM		#59 (permalink)
<p>jtdribbles25 Pro</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p>	
	<p>I like the fact that the dna should be able to update all the rookies and their stats as the year plays on instead of everyone having to moan about the ratings of "said player" who really is or isnt so good. Not to mention those 6 man candidates we didn't know about or some guy who's leading the league in 3's from out of the blue.</p>	
<p>OVR: 10 Join Date: Aug 2003 Location: los angeles Posts: 941</p>		



07-14-2008, 11:00 PM		#60 (permalink)
<p>slvicick Rookie</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p>	
<p>OVR: 5 Join Date: Aug 2003 Posts: 289</p>	<p>So could I start a dynasty 3 months into the season with up to date rosters, injuries, tendencies and everything?</p>	

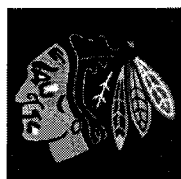
<p>07-14-2008, 11:10 PM</p> <p>SageInfinite OS Vet.....</p>  <p>OVR: 41 Join Date: Jul 2002 Location: NJ Posts: 7,523</p>	<p>#61 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by Pared <i>lol Hey I didn't work on the game; Just game my take on it.</i></p> <p>Yea but it proves you know what your talking about ☺</p> <p>http://www.myspace.com/sagetheinfinite http://www.myspace.com/phillthegenesis http://www.sageinfinite.com "I never brag, how real I keep it, cuz it's the best secret" Nas</p> <p>"They wonder why they can't touch it/cuz my **** stay over they heads, like carry on luggage" Lupe Fiasco</p> <p>KB24</p> <p>Quote</p>
<p>07-14-2008, 11:10 PM</p> <p>EWRMETS All Star</p>  <p>OVR: 18 Join Date: Jul 2002 Posts: 7,175</p>	<p>#62 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by slvicick <i>So could I start a dynasty 3 months into the season with up to date rosters, injuries, tendencies and everything?</i></p> <p>Yeah.</p> <p>Quote</p>
<p>07-14-2008, 11:18 PM</p> <p>Moshood Rookie</p> <p>OVR: 6 Join Date: Jul 2007 Posts: 262</p>	<p>#63 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>I'm impressed.</p> <p>Quote</p>
<p>07-14-2008, 11:19 PM</p> <p>Klocker MVP</p>  <p>OVR: 15 Join Date: Jul 2003 Location: Gilbert, AZ Posts: 2,119</p>	<p>#64 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: NBA LIVE REWIND</p> <p>This is a feature we're calling NBA LIVE Rewind. By pressing the NBA LIVE Rewind button from this screen, I can go back into time and play a game based on the DNA, Tendency, and streak data for each player and each team that was relevant for that particular game. So as an example, I can go back and play a game between the Boston Celtics and LA Lakers from November of last year, before Pau was traded to the Lakers, and the way the Lakers and Celtics players played that game is the data that the game will be played with. It will also be played with the rosters that were played with during that game as well. And you will be able to access the Box Score for each NBA LIVE Rewind game to see how each player performed and what the score for the game was to determine whether or not you want to go and play that game again.</p> <p>pretty cool too</p> <p>Quote</p>
<p>07-14-2008, 11:22 PM</p>	<p>#65 (permalink)</p>

<p>sivicick Rookie</p> <p>OVR: 5 Join Date: Aug 2003 Posts: 289</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Dynamic DNA - The brain behind the game is powered by the premier analytics provider using NBA data for over 20 NBA teams</p> <p>I wonder why they say over 20 teams and not every team..</p> <p>Quote</p>
<p>07-14-2008, 11:27 PM</p> <p>bigeastbumrush</p>  <p>OVR: 35 Join Date: Feb 2003 Location: Queens Posts: 8,181</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>In one word: Filthy</p> <p>Quote</p>
<p>07-14-2008, 11:30 PM</p> <p>Mintsa MVP</p>  <p>OVR: 15 Join Date: Aug 2002 Posts: 2,146</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>This is going to change online play not only for live but sports gaming as a whole when this feature is added to madden, NHL etc.</p> <p>Good stuff.</p> <p>Quote</p>
<p>07-14-2008, 11:37 PM</p> <p>BiggD MVP</p>  <p>OVR: 14 Join Date: Sep 2003 Posts: 1,364</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>E.A sports.... "it's in the game(finally)" ☺</p> <p>Randolph,Morrow,Curry = Run RMC</p> <p>the new era in GSW BASKETBALL</p> <p>Quote</p>
<p>07-14-2008, 11:45 PM</p> <p>slpnsld23 Rookie</p>  <p>OVR: 4 Join Date: Aug 2005</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Uh-oh OS, this could wipe out 1,000 more posts in a month complaining about roster issues! ☺</p> <p>MLB - Detroit Tigers NFL - Detroit Lions NHL - Detroit Red Wings NBA - Detroit Pistons NCAAF - Michigan Wolverines NCAAB - Kentucky Wildcats</p>

<p>Location: Michigan Posts: 382</p> 	
<p>07-14-2008, 11:48 PM # 70 (permalink)</p>	
<p>RubenDouglas Robert Swift's Mentor</p>  <p>OVR: 26 Join Date: May 2003 Posts: 14,474</p> 	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>or increase it. the criticalness of us fans may skyrocket as they have to continually upgrade stuff. there job has gotten 100 times harder, unless they have a computer handling it all, which without a human element could t</p>

<p>07-15-2008, 12:26 AM #71 (permalink)</p> <p>Pared Whose side are you on?</p>  <p>OVR: 76 Join Date: Feb 2003 Location: The city so nice they named it twice! Posts: 28,454</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by slivicick <i>So could I start a dynasty 3 months into the season with up to date rosters, injuries, tendencies and everything?</i></p> <p>That is correct, sir.</p> <p style="text-align: center;">[OS Vets NBA 2k7 Champion]</p> <p>Quote: "Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."</p> <p>Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show</p> <p style="text-align: right;"></p>
<p>07-15-2008, 12:35 AM #72 (permalink)</p> <p>Peter_OS All Star</p>  <p>OVR: 20 Join Date: Jul 2002 Location: Toronto, Canada Posts: 8,489</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>k can someone please explain to me how this is going to be incorporated into franchise mode? Like someone said, I'm not huge on the multiplayer, and more into the single player experience. How is this "up to date" DNA going to help the gameplay in Franchise mode?</p> <p style="text-align: right;"></p>
<p>07-15-2008, 12:39 AM #73 (permalink)</p> <p>donkey33 Pro</p>  <p>OVR: 5 Join Date: Aug 2002 Location: Melbourne, Australia Posts: 501</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>The above is spot on.</p> <p>Does this actually have any impact on Franchise mode? I'm not big on exhibition games or online and play Franchise mode.</p> <p>If players are traded there, will each teams playbooks actually change? Will tendencies actually change?</p> <p>A great addition for roster and tendency updates but would really only help me when I start a Franchise because that's the info that the game would take into it.</p> <p style="text-align: right;"></p>
<p>07-15-2008, 12:45 AM #74 (permalink)</p> <p>Jano Mr. Solo Dolo</p> 	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>It won't affect dynasty mode except for the initial rosters you start it with. So if you start a dynasty mode three months into the actual NBA season it will only use the roster that you started it with, and from then on it won't use the Live 365 feature.</p>

<p>OVR: 20 Join Date: May 2004 Location: Norwalk, CA Posts: 1,271</p>  <p>OVR: 10 Join Date: Sep 2004 Location: Stayton, OR Posts: 689</p>	<p>#75 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>The only thing i'm really excited for are the constant updated rosters and how the dna will affect the AI'S play style. But the thought of having to stop, click the left stick to see wether your selected player is more comfortable going left or right, which in the game doesn't make the shot easier to make according to one of the nba live designers, seems terribly useless seeing that I would like to focus more on seeing the open man rather than deciding which way to go.</p> <p>Going left with paul pierce should be natural, not just because he does it in real life or wether the info tells you too, it was also stated that if you go left with ray allen for example and that if you miss the shot or layup it will tell you in the ticker below that you shouldn't do that anymore because "allen doesn't do that in real life". IMO I think the dna will be overshadowed and unused while playing but will hopefully help the computer teams play more like themselves.</p> <p>Another part of this "ground breaking" feature that I am seriously iffy about is the hot/cold streaks. It was stated that if say Rondo was averaging 20 points for his last few games in real life, he will magically play better in the game. And if brandon roy had 6 and 7 points in his last two games, he will play worse in the game. This sounds sort of corny and will sort of make the videogame a stress to play and will make it feel as if it's not even a videogame anymore. And another thing that was also stated was that if a player get's injured in real life, he will be injured in the game, i really dont want him injured in my videogame honestly. I know you can go back and load a previous roster to play without him being injured, but it really seems like it would be a hassle.</p> <p>With all that being said these new features may sound great and exciting now, but later might end up being downright stupid and irritating. This is specualtion, but from what I have read, it doesn't seem like this will be incorporated into the game very well.</p> <p>Gamertag: RipCity71252</p> <p>~Steelers Scoreboard~ Steelers: 14 Bears: 17 F Record: (1-1)</p> <p>Proud to be a Blazer Fan</p> <p>Great Northwest Baby!</p>
<p>23 23</p>  <p>OVR: 67 Join Date: Sep 2002 Location: Los Angeles Posts: 29,397</p>	<p>#76 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>I'm going to sticky this for now so if any other threads on the same topic pop up ill likely lock them.</p>
<p>07-15-2008, 01:44 AM</p> <p>Chi Dynasty12 Pro</p>	<p>#77 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>They copied NBA 08 lol They had this feature last year except nobody plays that game.</p> <p>I like how rosters will be updated frequently, but I'm not liking how if someone has a bad game will they just suck? I want it to be MY game, not an exact replication of games from the night before, that's boring.</p> <p>All in all, if game play still isn't fixed, none of these gimmicks will make up for it.</p>



OVR: 10
Join Date: Jul 2007
Location: Chicago
Posts: 644



07-15-2008, 01:54 AM

#78 (permalink)

EWRMETS
All Star



OVR: 18
Join Date: Jul 2002
Posts: 7,175

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by **Chi Dynasty12**

They copied NBA 08 lol They had this feature last year except nobody plays that game.

I like how rosters will be updated frequently, but I'm not liking how if someone has a bad game will they just suck? I want it to be MY game, not an exact replication of games from the night before, that's boring.

All in all, if game play still isn't fixed, none of these gimmicks will make up for it.

I don't get how you can call constantly updated rosters, player tendencies, and team tendencies a gimmick.

And I doubt Kobe or LeBron having one bad game will make them suck. If they go through a bad week of shooting, their shooting numbers will probably temporarily go down for play now and online, and you will have to penetrate and get to the foul line.

I agree that gameplay needs to be tightened up for this feature to be as good as it could possibly be. If there aren't a proper number of fouls or there's too many dunks, the player tendencies won't be able to shine.



07-15-2008, 02:04 AM

#79 (permalink)

Jano
Mr. Solo Dolo



OVR: 20
Join Date: May 2004
Location: Norwalk, CA
Posts: 1,271

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Yep EWRMETS is right about the player ratings it won't be a significant drop if he has just one bad game.

And besides the hot and cold streaks are pulled from stats after 10 games which in real life is a while so I can see some players dropping in certain areas.

I for one think this is mostly going to effect role players and people coming of the bench more than anything because they are usually the players that can go through dramatic changes during the season in terms of their performance on the court.



07-15-2008, 02:06 AM

#80 (permalink)

mvb34
Suicide Pool Co-
Champion





OVR: 34
Join Date: Jul 2002



Re: E3: NBA Live 09 - Dynamic DNA & NBA 365



Will this effect online rosters??



4 How can you think of saying to your friend, 'Let me help you get rid of that speck in your eye,' when you can't see past the log in your own eye? **5** Hypocrite! First get rid of the log in your own eye; then you will see well enough to deal with the speck in your friend's eye.

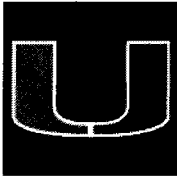





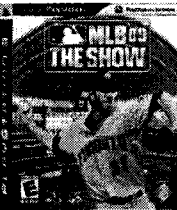
Location: Washington DC Posts: 7,038 	
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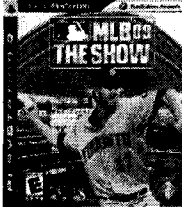





07-15-2008, 02:07 AM		#81 (permalink)
mvb34 Suicide Pool Co-Champion  OVR: 34 Join Date: Jul 2002 Location: Washington DC Posts: 7,038	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 Will this effect online rosters?? <hr/> 4 How can you think of saying to your friend, 'Let me help you get rid of that speck in your eye,' when you can't see past the log in your own eye? 5 Hypocrite! First get rid of the log in your own eye; then you will see well enough to deal with the speck in your friend's eye.	
		



07-15-2008, 02:15 AM		#82 (permalink)
Jano Mr. Solo Dolo  OVR: 20 Join Date: May 2004 Location: Norwalk, CA Posts: 1,271	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 Yes it will.	
		



07-15-2008, 08:23 AM		#83 (permalink)
PsychoBulk OS Premier Guest Brit  OVR: 18 Join Date: May 2006 Location: UK Posts: 1,940	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 Ive heard all this bluster from Live before to fall for it so easily again. Lets see some extended 5 v 5 gameplay vids before we start having online orgasms shall we? <hr/> "If I should die, think only this of me: that there's some corner of a foreign field that is for ever England" Rupert Brooke	
		



07-15-2008, 08:55 AM		#84 (permalink)
Mintsa MVP  OVR: 15 Join Date: Aug 2002 Posts: 2,146	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 The new vid of the actual press confrence has some actual gameplay footage for a couple of minutes and it looked improved.	
		


<p>07-15-2008, 09:06 AM</p> <p>warnerwif98 MVP</p>  <p>OVR: 11 Join Date: Sep 2003 Location: Northern AZ Posts: 1,779</p>	<p>#85 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by Mintsa</p> <p><i>The new vid of the actual press conference has some actual gameplay footage for a couple of minutes and it looked improved.</i></p> <p>At what time during the press conference does it show up? Thanks.</p> <p>"A man doesn't know the size of the shadow he casts until he stands up."</p> <p>- Gil Favor</p> <p></p>
<p>07-15-2008, 09:13 AM</p> <p>bateman11 MVP</p>  <p>OVR: 14 Join Date: Jul 2004 Posts: 1,361</p>	<p>#86 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>New vid looks decent to me. Net physics need the most work overall, and that damn up and under move still looks retarded lol.</p> <p>PSN: rose2kobe24</p> <p></p>
<p>07-15-2008, 10:23 AM</p> <p>Mintsa MVP</p>  <p>OVR: 15 Join Date: Aug 2002 Posts: 2,146</p>	<p>#87 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by warnerwif98</p> <p><i>At what time during the press conference does it show up? Thanks.</i></p> <p>I think the vid was on ign.</p> <p>The movie is almost 5 mins long. The gameplay runs from about the halfway point until the end.</p> <p>The animations looked alot better than 08. It was really cleaned up.</p> <p></p>
<p>07-15-2008, 10:30 AM</p> <p>Peter_OS All Star</p>  <p>OVR: 20 Join Date: Jul 2002 Location: Toronto, Canada Posts: 8,489</p>	<p>#88 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by Jano</p> <p><i>It won't affect dynasty mode except for the initial rosters you start it with. So if you start a dynasty mode three months into the actual NBA season it will only use the roster that you started it with, and from then on it won't use the Live 365 feature.</i></p> <p>Don't get me wrong this is a nice feature, but a useless feature for me. I wont start a franchise mode 3 months into the season. I will do so within the first week of having the game.</p> <p>Good for those who like to play exhibition and multiplayer games online, and have their rosters/tendencies up to date.</p>

	
<div>07-15-2008, 10:33 AM<div>#89 (permalink)</div></div>	
<div>Peter_OS All Star</div> <div></div> <div>OVR: 20 Join Date: Jul 2002 Location: Toronto, Canada Posts: 8,489</div> <div></div>	<div>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</div> <div>It looks like their main focus is on this feature, and less on actual gameplay. They better focus on the gameplay this year. I wasn't happy with last year's outcome.</div> <div>Btw, did you guys see the EA conference with Bill Walton? Funny stuff. He made a joke about the game, when Kobe tossed the ball inbounds after the opponent scored. He said, "First time Kobe has ever taken the ball out of bounds during his career." lol.. the crowd started laughing.</div> <div><i>Last edited by Peter_OS; 07-15-2008 at 10:39 AM.</i></div> <div style="text-align: right;"></div>
<div>07-15-2008, 10:47 AM<div>#90 (permalink)</div></div>	
<div>Mintsa MVP</div> <div></div> <div>OVR: 15 Join Date: Aug 2002 Posts: 2,146</div> <div> </div>	<div>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</div> <div>That's the thing with this feature. Some people might never use it, some people (including myself) will use it every time I turn on my PS3. I'm not really a franchise/dynasty guy. I mainly play online 90 % of the time and exhibition matches offline for the other 10 %. So this feature really effects the way I play the game. But I can see how others who rarely play online or only play franchise mode might not care for this feature.</div>

07-15-2008, 10:49 AM		#91 (permalink)
Vince Hall Of Fame  OVR: 26 Join Date: Aug 2002 Location: Montreal Posts: 26,486	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>That Dirk dunk was really nice.</p> <p>My Twitter</p> <p>My pride and joy: Raptors, Jays, NY Rangers, NY Giants, Chelsea Blues</p> <p>Raptors are making the playoffs, or I'm gone from O.S.</p> <p style="text-align: right;"></p>	

07-15-2008, 10:52 AM		#92 (permalink)
Vince Hall Of Fame  OVR: 26 Join Date: Aug 2002 Location: Montreal Posts: 26,486	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>while it is crazy to say that this game is better than 2k9 already, can we at least give them some credit for a pretty sick feature and also not assume that this is their main focus and that they have deserted improvement of gameplay?</p> <p>My Twitter</p> <p>My pride and joy: Raptors, Jays, NY Rangers, NY Giants, Chelsea Blues</p> <p>Raptors are making the playoffs, or I'm gone from O.S.</p> <p style="text-align: right;"></p>	

07-15-2008, 11:57 AM		#93 (permalink)
J_Posse512 Rookie  OVR: 9 Join Date: Jun 2005 Location: MD Posts: 361	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>The game is definitely headed in the right direction A.I., player and team tendencies-wise, hopefully they've made just as many strides with their gameplay.</p> <p>I'm also hopeful that they'll do a better job of rating players as well.</p> <p>San Antonio Spurs 4-Time ('99, '03, '05, '07) NBA Champions</p> <p>Official OS Bills Backers Club Member</p> <p style="text-align: right;"></p>	

07-15-2008, 11:57 AM		#94 (permalink)
RICH72601 Rookie  OVR: 3 Join Date: Sep 2004 Location: Philadelphia Posts: 192	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>Quote: Originally Posted by Vince</p> <p><i>while it is crazy to say that this game is better than 2k9 already, can we at least give them some credit for a pretty sick feature and also not assume that this is their main focus and that they have deserted improvement of gameplay?</i></p> <p>This is what always concerns me. With all the improvements that Live 09 will have, the gameplay needs to be day and night compared to Live 08. I pray that the developers have made the actual gameplay that much better so that the features will enhance my whole experience, but if not, Live 09 will just be another pretty-looking game with some nice features that will not hold the attention of a hardcore basketball fan.</p>	

As far as 2K goes, I think what separates them and puts them ahead of Live, other than the gameplay, is all the little things that makes the title so great. For example, when was the last time in Live could you throw a bad pass and as it's going towards half court, dive for the ball, and call a timeout before a backcourt violation is called? I love stuff like that.

In all, I'm excited for Live 09 this year and really hope it gives me the great basketball experience I need. Looks like things have been greatly improved, but I really wont know until I have it in my hands.



07-15-2008, 12:04 PM

#95 (permalink)

J_Posse512
Rookie



OVR: 9
Join Date: Jun 2005
Location: MD
Posts: 361

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Hopefully, something like this is a sign that these development teams are starting to hit their stride with these current-gen consoles. I'm also hopeful that this will lead to a truly real-time physics engine (Euphoria) being added to a sports title within the next two years. That will really be a revolutionary move for console sports gaming. 🤖🤖🤖

Imagine with me, your playing against the New Orleans Hornets and it's the 4th quarter of a tied ball-game. You're using the Phoenix Suns which gives you plenty of options, 1) throw it to Shaq in the left-block area, 2) play pick-and-roll with Amare and Steve or run Barbosa off a staggered screen. Well, since you're not Mike D'Antoni you inexplicably throw it to Shaq down-low, where Tyson Chandler is attempting to front him, and Steve throws the perfect lob pass over the top. But, here comes Peja to hack Shaq as he's going up for the monster finish. Shaq's played a total of 32 minutes tonight and his legs just aren't there, so he doesn't finish with a dunk but with a lay-up that rolls in. AND 1!!!!!!

He goes to the charity stripe and the camera pans in a shot of his sweat drenched mug. Shaq wipes his brow with his fingertips, hesitates and goes into his horrid shooting motion. You think you've the timing down (he's shooting a career best 61%), but you miss the free-throw!!!! The ball ends up in Chris Paul's hands and he finds Peja wide-open with the corner three to win the game.....

.....imagine that

San Antonio Spurs 4-Time ('99, '03, '05, '07) NBA Champions

Official OS Bills Backers Club Member

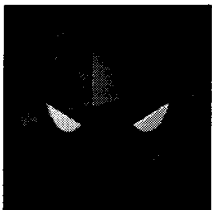
Last edited by J_Posse512; 07-15-2008 at 12:22 PM.



07-15-2008, 12:11 PM

#96 (permalink)

Pared
Whose side are you on?



OVR: 76
Join Date: Feb 2003
Location: The city so nice they named it twice!
Posts: 28,454

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by **Peter_OS**

Don't get me wrong this is a nice feature, but a useless feature for me. I won't start a franchise mode 3 months into the season. I will do so within the first week of having the game.

Good for those who like to play exhibition and multiplayer games online, and have their rosters/tendencies up to date.

Of course it will benefit you... the game will have the entire 2007 season's worth of data already on the disc.

So you can start your dynasty as soon as you get the game and players will have the same tendencies as last season.









Again, this is a feature that should get better over time as Synergy keeps collecting data...

[OS Vets NBA 2k7 Champion]

Quote:




"Some of us (perfectionists, especially) fuss so much over making the 'right' choice, but in life, all that's really needed is to make any 'good' choice, believe in it, go through with it, and accept the consequences."



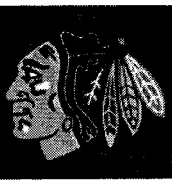
Now Playing: NBA 2k10, Marvel Ultimate Alliance 2, Madden NFL '10, Mirror's Edge, SSF2T:HDR, MLB09: The Show







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<div> <div>07-15-2008, 12:11 PM</div> <div>#97 (permalink)</div> </div>	
<div> <div>bateman11</div> <div>MVP</div> <div>  </div> <div> <div>OVR: 14</div> <div>Join Date: Jul 2004</div> <div>Posts: 1,361</div> </div> </div>	<div> <div>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</div> <div>Maybe for next year: Updated hair styles/facial hair? Even accessories?</div> <div>PSN: rose2kobe24</div> <div>  </div> </div>
<div> <div>07-15-2008, 12:25 PM</div> <div>#98 (permalink)</div> </div>	
<div> <div>J_Posse512</div> <div>Rookie</div> <div>  </div> <div> <div>OVR: 9</div> <div>Join Date: Jun 2005</div> <div>Location: MD</div> <div>Posts: 361</div> </div> </div>	<div> <div>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</div> <div> <div>Quote:</div> <div>Originally Posted by bateman11</div> <div>Maybe for next year: Updated hair styles/facial hair? Even accessories?</div> </div> <div>I didn't play Live 08, but you think they've recycled alot of their facial models from last season? Are lot of the players the same or similar in appearance that they've shown in the (slim) video footage?</div> <div>San Antonio Spurs 4-Time ('99, '03, '05, '07) NBA Champions</div> <div>Official OS Bills Backers Club Member</div> <div>  </div> </div>
<div> <div>07-15-2008, 12:54 PM</div> <div>#99 (permalink)</div> </div>	
<div> <div>bateman11</div> <div>MVP</div> <div>  </div> <div> <div>OVR: 14</div> <div>Join Date: Jul 2004</div> <div>Posts: 1,361</div> </div> </div>	<div> <div>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</div> <div>^ From what I have seen, the faces look MUCH improved. Last year players looked cross-eyed a lot. Looks great this year</div> <div>PSN: rose2kobe24</div> <div>  </div> </div>
<div> <div>07-15-2008, 02:12 PM</div> <div>#100 (permalink)</div> </div>	
<div> <div>jorge380</div> <div>Pro</div> <div>  </div> <div> <div>OVR: 8</div> <div>Join Date: Jun 2003</div> <div>Location: SAN DIEGO</div> <div>Posts: 590</div> </div> </div>	<div> <div>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</div> <div>Its a great feature, but it would truly be awesome if this would work in season mode. Damn even real season injuries would be fun. This kind of hurts us that play franchise or season, oh well maybe next year. I wonder if their will be more camera angles this year?</div> </div>

<p>07-15-2008, 02:24 PM</p> <p>Behindshadows The Real Unbiased Gamer!</p>  <p>OVR: 54 Join Date: Nov 2004 Location: Lewisville, Texas Posts: 5,357</p>	<p>#101 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Faces are definitely different from 08. Game looks great! Can't wait.</p> <p>Live Life Don't Let Life Live You!</p> <p>Behindshadows - The Real Unbiased Gamer, sometimes speaking the truth hurts!</p> <p>Only fanboys lie when things are definitely wrong!</p> <p>Quote</p>
<p>07-15-2008, 03:01 PM</p> <p>RubenDouglas Robert Swift's Mentor</p>  <p>OVR: 26 Join Date: May 2003 Posts: 14,474</p>	<p>#102 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by Mintsa</p> <p><i>The new vid of the actual press confrence has some actual gameplay footage for a couple of minutes and it looked improved.</i></p> <p>you sure? one sequence, the user had the play calling menu up and NOONE WAS MOVING.. it doesnt seem as free flowing if thats the route theire taking. i may go with automatic playcalling</p> <p>Quote</p>
<p>07-15-2008, 03:08 PM</p> <p>bateman11 MVP</p>  <p>OVR: 14 Join Date: Jul 2004 Posts: 1,361</p>	<p>#103 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by RubenDouglas</p> <p><i>you sure? one sequence, the user had the play calling menu up and NOONE WAS MOVING.. it doesnt seem as free flowing if thats the route theire taking. i may go with automatic playcalling</i></p> <p>TBH, Im not sure Live has that feature where the CPU will call plays for you.</p> <p>PSN: rose2kobe24</p> <p>Quote</p>
<p>07-15-2008, 03:11 PM</p> <p>23 23</p>  <p>OVR: 67 Join Date: Sep 2002 Location: Los Angeles Posts: 29,397</p>	<p>#104 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Check out tmac real good chasing the guy running around the screen and tell me what you notice</p> <p>Quote</p>

07-15-2008, 03:46

<p>PM</p> <p>DC Hall Of Fame</p>  <p>OVR: 39 Join Date: Oct 2002 Location: DC Posts: 15,106</p>	<p>#105 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>This ain't fair man!</p> <p>You only get one body; take care of it. Here is a start (if you want to be educated) :</p> <p>http://www.youtube.com/profile_video...ndWellness&p=v</p> <p>Quote</p>
<p>07-16-2008, 04:15 PM</p> <p>BigBR Rookie</p> <p>OVR: 4 Join Date: Apr 2005 Location: Baton Rouge, LA Posts: 163</p>	<p>#106 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>I wish we had an option whether or not to use it for Franchise mode, I'd rather it be up to date, then maybe I'd play franchise mode more...</p> <p>Quote</p>
<p>07-16-2008, 09:53 PM</p> <p>Scoop 24 Sanchize</p>  <p>OVR: 23 Join Date: Aug 2002 Location: Long Island NY Posts: 2,978</p>	<p>#107 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>damn that was a thing of beauty.. nba live definetly have my attention now.</p> <p>NFL: New York Jets NBA: LA Lakers NCAAB: Georgetown NCAAF: Notre Dame MLB: New York Mets</p> <p>Quote</p>
<p>07-17-2008, 12:09 AM</p> <p>HELLisFUN Pro</p>  <p>OVR: 7 Join Date: Sep 2006 Posts: 639</p>	<p>#108 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Oh boy EA at it again with their "New Feature" advertising gimmicks! ☹️</p> <p>OMG Dynamic DNA, WHO CARES! Give me some real-time gameplay EA! Not some slowed down trailer that you edit to make look good. Every single year it's the same thing with you EA!</p> <p>Why when the player dribbles the ball, the ball is going all the way up to their shoulders, I'm guessing I'll be getting 10 steals per game with the defender then?</p> <p>Guys don't fall for this EA crap, they do this every year, lets wait for some real time gameplay with gameplay angels.</p> <p>NO! I will not change this until Lakers get to Western Conference Finals!!! Friday, Oct 13, 2006 (It is raining hard) 8:14pm 30sec (Check)</p> <p>NO! I will not change this Until Lakers Are 2008-2009 Champs! Friday, Oct 3, 2008 (Check)</p> <p>Quote</p>
<p>07-17-2008, 12:27 AM</p>	<p>#109 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p>

<p>Behindshadows The Real Unbiased Gamer!</p>  <p>OVR: 54 Join Date: Nov 2004 Location: Lewisville, Texas Posts: 5,357</p>	<p>Quote: Originally Posted by HELLisFUN</p> <p><i>Oh boy EA at it again with their "New Feature" advertising gimmicks! 😊</i></p> <p><i>OMG Dynamic DNA, WHO CARES! Give me some real-time gameplay EA! Not some slowed down trailer that you edit to make look good. Every single year it's the same thing with you EA!</i></p> <p><i>Why when the player dribbles the ball, the ball is going all the way up to their shoulders, I'm guessing I'll be getting 10 steals per game with the defender then?</i></p> <p><i>Guys don't fall for this EA crap, they do this every year, lets wait for some real time gameplay with gameplay angels.</i></p> <p>The have two gameplay videos on Gamespot, maybe you should do some research before dissing the game. They have a full 9 mins of gameplay on Gamespot, go see for yourself, its not a gimmick. Its a feature, and it looks great in motion.</p> <p>Lakers vs Celtics 9mins worth!</p> <p>Live Life Don't Let Life Live You!</p> <p>Behindshadows - The Real Unbiased Gamer, sometimes speaking the truth hurts!</p> <p>Only fanboys lie when things are definitely wrong!</p> <p style="text-align: right;"></p>
<p>07-18-2008, 09:57 PM #110 (permalink)</p>	
<p>Chi Dynasty12 Pro</p>  <p>OVR: 10 Join Date: Jul 2007 Location: Chicago Posts: 644</p>	<p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>DNA=TENDENCIES 😊</p> <p>...WOW...</p> <p>How exciting...? Hasn't 2k had that since 2k6?</p>

<p>07-19-2008, 12:37 AM</p> <p>EWRMETS All Star</p>  <p>OVR: 18 Join Date: Jul 2002 Posts: 7,175</p>	<p>#111 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by jorge380</p> <p><i>Its a great feature, but it would truly be awesome if this would work in season mode. Damn even real season injuries would be fun. This kinds of hurts us that play franchise or season, oh well maybe next year. I wonder if their will be more camera angles this year?</i></p> <p>I agree. I asked an EA producer on the EA forums if you could edit DNA for your own franchise and here was his response.</p> <p>Quote: Originally Posted by iminurbase</p> <p><i>Yes you can. That's the cool think about Edit Player this year; you can create your own Player DNA and Tendencies for your Dynasty players.</i></p> <p>This is pretty awesome. Assuming you can make trades with every team, you could manually do it if you want to.</p> <p></p>
<p>07-19-2008, 12:39 AM</p> <p>EWRMETS All Star</p>  <p>OVR: 18 Join Date: Jul 2002 Posts: 7,175</p>	<p>#112 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by Chi Dynasty12</p> <p><i>DNA=TENDENCIES</i></p> <p>...wow...</p> <p><i>How exciting...? Hasn't 2k had that since 2k6?</i></p> <p>EA is giving us daily updated rosters and tendencies that are based on real life stats. 2k had Gabe Pruitt better than Rondo all season, had like 2 roster updates, and never created rotation players like Jamario Moon because they claimed they didn't have the capabilities. I think there's a big difference.</p> <p></p>
<p>07-20-2008, 12:51 PM</p> <p>BigO32 Rookie</p>  <p>OVR: 8 Join Date: May 2008 Location: Decatur, Georgia Posts: 395</p>	<p>#113 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Did EA put Moon in their game? I didnt update my roster off EA since the March update and I didn't see moon anywhere so both games didn't have moon</p> <p>How many times have I told you, you better not even dream about tellin' white folk the truth! You understand me? Shoot! Makin' White people riot! You better learn how to lie like me! I'm gonna find me a white man and lie to him right now!</p> <p></p>
<p>07-21-2008, 08:10 PM</p> <p>ml9 NBA Live Producer</p> <p>OVR: 1 Join Date: Sep 2004 Posts: 11</p>	<p>#114 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Hey guys - I'm a producer on Live (Matt) and we've finally been given the go-ahead to post on this site. I've been reading this for years now so it's great to be able to finally answer questions and ask you guys your thoughts on the game.</p> <p>It's awesome to see everyone pretty excited about Dynamic DNA so far. Our partnership with Synergy should allow us to continue to build on this aspect of our game over the next couple of years. So, ideas like allowing this in Dynasty mode are definitely things we'll be discussing in the very near future.</p> <p>I know a bunch of you guys are commenting on gameplay, and there are some concerns that we haven't done much with it this year. A lot of the talk for us is around Dynamic DNA now because it is new and no other game is doing anything like this. However, I can assure you that gameplay has been our top priority this year. If it wasn't, there's no way I would</p>

have played the game live at our recent demos at E3. We probably would have just done a video. But, the game is a huge step up from last year, both from an AI side of things and an animation side of things. Continuing to work on 'core' basketball is where the majority of our effort has gone as we've overhauled our defensive AI, dunks, blocks, rebounds, etc. We've added thousands of animations in this year and really focused on making sure there is a nice balance between offense and defense. Dynamic DNA is the whole authenticity aspect of our game that we've (and other sports games) have been lacking. Usually it's producers like me who make up ratings based on our opinions. Now, our opinions are thrown out the door as our partnership with Synergy gives us the data and we get it daily.

Also, a few comments on this thread so far:

bateman11: Crossed eyes are fixed. It took a couple of days to track it down, but we got it looking right a couple of weeks ago.

rockchisler: Good eye on the crowd. The visuals team re-worked it this year so that they are all 3-D and look much more alive.

Anyways, now that we're on here now, feel free to start asking questions.



07-21-2008, 08:38 PM

#115 (permalink)

edubbs
MVP

OVR: 14
Join Date: Aug 2002
Posts: 1,931

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Matt, could you talk about how many of the league's team styles and tendencies you guys were able to capture for Live09.

Previous versions had most of the teams playing alike in terms of tempo, strategy, tendencies, and playsets.

Will we 'finally' see EVERY team utilizing their specific playsets and playstyles this year?



07-21-2008, 08:43 PM

#116 (permalink)

Jano
Mr. Solo Dolo



OVR: 20
Join Date: May 2004
Location: Norwalk, CA
Posts: 1,271

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Its great to see that more NBA Live producers will be on this site. I've got a few questions though.

Will dynamic DNA be effecting all of the player ratings aside from just obvious ones like 3pt shooting and rebounding?

For example lets say if Andrew Bynum starts to become a better scorer in the post will that be modified with dynamic DNA feature too?



07-21-2008, 08:58 PM

#117 (permalink)

ml9
NBA Live Producer

OVR: 1
Join Date: Sep 2004
Posts: 11

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

I just talked to Jeff our AI producer, and he'll hop on here to go into more detail.

What I can tell you is that teams will run authentic sets, and will have multiple options within each set, which is something new for us. So, if I'm trying to get the ball to Kobe on the wing with an Iso in the triangle, I may be able to choose to start my offense through different guys on the court. It means that a Triangle Iso for Kobe can be different each time down the court.

With Dynamic DNA we'll be able to run the appropriate number of plays and the appropriate play for each player on the court. With Synergy we get data on how often guys run Isos vs Post Ups vs Pick & Rolls, etc. We take a look at these values and then weight them based on who is on the court. So, you'll see a lot of Isos with the Lakers because of Kobe and a lot of Pick & Rolls for the Suns because on Nash and Amare. If Nash goes out and Barbosa comes in, the style will change, since Barbosa isn't as much of a Pick & Roll guy. They may decide to go through Shaq in the post more and get more offense off of cuts and off-ball screens.

Jeff will be able to explain more when he gets a chance. He can also talk about team tempo

and how we differentiate teams with this.



07-21-2008, 09:00 PM

#118 (permalink)

rockchisler

Come on Ms Hill



OVR: 35

Join Date: Oct 2002

Location: Rochester

Hills, MI

Posts: 5,402

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by **ml9**

Hey guys - I'm a producer on Live (Matt) and we've finally been given the go-ahead to post on this site. I've been reading this for years now so it's great to be able to finally answer questions and ask you guys your thoughts on the game.

It's awesome to see everyone pretty excited about Dynamic DNA so far. Our partnership with Synergy should allow us to continue to build on this aspect of our game over the next couple of years. So, ideas like allowing this in Dynasty mode are definitely things we'll be discussing in the very near future.

I know a bunch of you guys are commenting on gameplay, and there are some concerns that we haven't done much with it this year. A lot of the talk for us is around Dynamic DNA now because it is new and no other game is doing anything like this. However, I can assure you that gameplay has been our top priority this year. If it wasn't, there's no way I would have played the game live at our recent demos at E3. We probably would have just done a video. But, the game is a huge step up from last year, both from an AI side of things and an animation side of things. Continuing to work on 'core' basketball is where the majority of our effort has gone as we've overhauled our defensive AI, dunks, blocks, rebounds, etc. We've added thousands of animations in this year and really focused on making sure there is a nice balance between offense and defense. Dynamic DNA is the whole authenticity aspect of our game that we've (and other sports games) have been lacking. Usually it's producers like me who make up ratings based on our opinions. Now, our opinions are thrown out the door as our partnership with Synergy gives us the data and we get it daily.

Also, a few comments on this thread so far:

bateman11: Crossed eyes are fixed. It took a couple of days to track it down, but we got it looking right a couple of weeks ago.

rockchisler: Good eye on the crowd. The visuals team re-worked it this year so that they are all 3-D and look much more alive.

Anyways, now that we're on here now, feel free to start asking questions.

Get with Steve or one of the mods so your name appears in a redish, pink color so it shows you are a game designer, besides that, I am looking forward to the game.

www.myspace.com/those70sguys

Follow me on www.Twitter/Rockchisler

Just type [SPOILER] and [/ SPOILER], without any spaces.

ROOKIE KILLER



07-21-2008, 09:08 PM

#119 (permalink)

ml9

NBA Live Producer

OVR: 1

Join Date: Sep 2004

Posts: 11

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Jano - DNA will effect the appropriate ratings. Things like speed, fatigue, etc. will have to be manually updated by us if we get them wrong, since Synergy can't provide any sort of data for those. However, we'll make sure that we're on top of these ones. Especially since we'll be updating every day.

To speak to your Bynum example, if he starts to play better in the post in real life, the Lakers will probably run more offense through him. That will definitely be reflected in our game. Hot and cold streaks will also effect this, so if he's playing well, he's more likely to be hot and the ratings will slowly increase.

I think that's what's so unique about this feature. It's not just a ratings update. If we just boosted ratings our AI wouldn't change too much. But, since we're looking at things like

what plays guys are running and how often they run them our AI actually changes. So, Bynum will play better and get more touches in our game if that's what's happening in reality.

Make sense?



07-21-2008, 09:10 PM

#120 ([permalink](#))

23
23



OVR: 67
Join Date: Sep 2002
Location: Los Angeles
Posts: 29,397









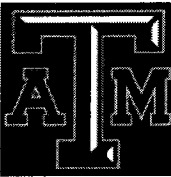

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365












Quote: Originally Posted by ml9

Hey guys - I'm a producer on Live (Matt) and we've finally been given the go-ahead to post on this site. I've been reading this for years now so it's great to be able to finally answer questions and ask you guys your thoughts on the game.

HI Matt... I'll ask the staff to give you the developers colored name and profile

Thanks for chiming in

<p>07-21-2008, 09:17 PM</p> <p>m19 NBA Live Producer</p> <p>OVR: 1 Join Date: Sep 2004 Posts: 11</p> 	<p>#121 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Awsome. Thanks.</p> <p></p>
<p>07-21-2008, 09:31 PM</p> <p>Jano Mr. Solo Dolo</p>  <p>OVR: 20 Join Date: May 2004 Location: Norwalk, CA Posts: 1,271</p> 	<p>#122 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Alright then that make sense, I can't wait to to play this game and see all of this stuff in action. Hopefully everything works out good with this feature because it will definately be a good addition to the game.</p> <p></p>
<p>07-22-2008, 01:47 PM</p> <p>BigQ32 Rookie</p>  <p>OVR: 8 Join Date: May 2008 Location: Decatur, Georgia Posts: 395</p> 	<p>#123 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>I got a question...</p> <p>Other than making teams play differently in terms of tempo and stragety, will you guys have a seperate rating, such as a team rating that is editable?</p> <p>How many times have I told you, you better not even dream about tellin' white folk the truth! You understand me? Shoot! Makin' White people riot! You better learn how to lie like me! I'm gonna find me a white man and lie to him right now!</p> <p></p>
<p>07-23-2008, 03:09 AM</p> <p>razcan Rookie</p>  <p>OVR: 7 Join Date: Jul 2006 Location: Houston, (Spring Branch) Posts: 261</p> 	<p>#124 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by m19</p> <p><i>Jano - DNA will effect the appropriate ratings. Things like speed, fatigue, etc. will have to be manually updated by us if we get them wrong, since Synergy can't provide any sort of data for those. However, we'll make sure that we're on top of these ones. Especially since we'll be updating every day.</i></p> <p><i>To speak to your Bynum example, if he starts to play better in the post in real life, the Lakers will probably run more offense through him. That will definitely be reflected in our game. Hot and cold streaks will also effect this, so if he's playing well, he's more likely to be hot and the ratings will slowly increase.</i></p> <p><i>I think that's what's so unique about this feature. It's not just a ratings update. If we just boosted ratings our AI wouldn't change too much. But, since we're looking at things like what plays guys are running and how often they run them our AI actually changes. So, Bynum will play better and get more touches in our game if that's what's happening in reality.</i></p> <p><i>Make sense?</i></p> <p>I haven't played Live since 2001. 2K ever since. But this stuff sounds down right</p>

	<p>revolutionary.</p> <hr/> <p>PSN:RAZCAN -22 Wins in a Row-</p> <p style="text-align: right;"></p>
<p>07-23-2008, 12:29 PM</p> <p>Da_Czar MVP</p> <p>OVR: 55 Join Date: Jul 2002 Location: Sim Citi Posts: 2,843</p> 	<p style="text-align: right;">#125 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <hr/> <p>Quote: Originally Posted by m19</p> <p><i>Hey guys - I'm a producer on Live (Matt) and we've finally been given the go-ahead to post on this site. I've been reading this for years now so it's great to be able to finally answer questions and ask you guys your thoughts on the game.</i></p> <p>m19 welcome to the OS baby ! Its great that you guys finally have a presence here. I for one have been very critical of your series. The initial gameplay videos show a marked improvement so far and the whole dna thing seems extremely promising. What was the catalyst for the direction of the game this year ? I mean for the past few years we have been told your getting basic gameplay down but this year so far it actually appears your making definite progress in that area.</p> <p>The Genius only emerges through intense desire to master one's craft.</p> <p>Dick Russell</p> <p style="text-align: right;"></p>
<p>07-23-2008, 01:29 PM</p> <p>bizcanos MVP</p>  <p>OVR: 10 Join Date: Mar 2003 Location: Griffith, IN & Chi-Town baby ! Posts: 1,245</p> 	<p style="text-align: right;">#126 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <hr/> <p>I have one question, will there be an online dynasty mode like NCAA 09 has?</p> <p>Also, the DNA thing is something that basketball needed. We'll see where it goes from here.</p> <p>NBA 2K9 Sliders (360)</p> <p>" Watch out here she comes, she's a biscuit eater "</p> <p style="text-align: right;"></p>
<p>07-23-2008, 02:32 PM</p> <p>Klocker MVP</p>  <p>OVR: 15 Join Date: Jul 2003 Location: Gilbert, AZ Posts: 2,119</p>  	<p style="text-align: right;">#127 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <hr/> <p>DEVS.... I was wondering last night, since this DNA/365 is built to be used in the Play Now games what are the chances of having that mode be a "True Season". where the real NBA season is represented as part of the Play Now screens showing (based on console date) the NBA schedule in real time along with all the updated daily stats.</p> <p>that way when you pick up a play now game you have the option of playing any game of that night in the NBA? Like an alive season? Obviously after the season, it would be moot but you could have it be a season mode for 2008 that you could go back and play</p> <p><i>Last edited by Klocker; 07-23-2008 at 02:34 PM.</i></p> <p style="text-align: right;"></p>
<p>07-23-2008, 05:59 PM</p> <p>EWRMETS All Star</p>	<p style="text-align: right;">#128 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <hr/> <p>Matt,</p> <p>Will there be an accurate number of turnovers if playing 12 minute quarter games? Also are there an appropriate number of off ball fouls? If you guys don't want tons of off ball fouls because it's out of the user's control, could you try to make sliders that can get realistic turnover and foul numbers.</p>



OVR: 18
Join Date: Jul 2002
Posts: 7,175



07-24-2008, 12:23 AM

#129 (permalink)

BigO32
Rookie



OVR: 8
Join Date: May 2008
Location: Decatur,
Georgia
Posts: 395

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

WHere is he?

How many times have I told you, you better not even dream about tellin' white folk the truth! You understand me? Shoot! Makin' White people riot! You better learn how to lie like me! I'm gonna find me a white man and lie to him right now!



07-24-2008, 06:20 PM

#130 (permalink)

mi9
NBA Live Producer

OVR: 1
Join Date: Sep 2004
Posts: 11

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

EWRMETS: We've tried to tune steals and turnovers the best we could this year. We dropped the steal likelihood so that it's not a steal fest. But, we increased the amount of interceptions because a) we've added in a ton of animations and b) want to make sure you think about where you're passing. In the past you can just skip the ball around the court without any risk of turning the ball over. This year you shouldn't be able to do that.












Klocker: There are a ton of different things we've talked about doing with Dynamic DNA over the next couple of years. I like your idea a lot.

bizcanos: No online dynasty for us this year. It's a sweet feature and a bunch of guys on our team are setting theirs up as I type this. But, we wanted to make sure we put the majority of our effort into gameplay this year and this wasn't something we would have had time to do.

BigO32: We have team ratings, but these aren't editable. This value is calculated based on the players on your team. What's nice is that these will be changing throughout the year based on how their players are performing in real life. So, last year we had Miami pretty high, but with the injury to Wade and the trade of Shaq we saw what happened to their team. Their number should have been dropped dramatically. This year it will.

07-24-2008, 06:43 PM	#131 (permalink)
ml9 NBA Live Producer OVR: 1 Join Date: Sep 2004 Posts: 11	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>Da_Czar: Tough question. A lot of things helped drive our direction this year. But, when it comes down to it, we have a team of people that are super passionate about this game and really want it to be fun and authentic. A bunch of us grew up on Live, much like most of you. I remember camping out in front of my PC back in the day and dominating with Haley and Cartwright on the Bulls vs AC Green on the Lakers.</p> <p>The big thing for us this year was to build on our game and make sure it was fun. In the past we had too many frustrating moments that overshadowed some of the cool stuff we had done. We wanted to eliminate those as much as possible (ie. rebounds hitting the floor) so that our cooler moments would be at the forefront.</p> <p>With the work we've done on our game foundation over the past couple of years it's allowed us to start pumping in a ton of animations so that you see fresh stuff all the time. This has given us a whole new looking game. From signature animations, to highlight animations, to subtle animations - Just watching our game compared to last year is a huge difference.</p> <p>And lastly, game balance was a big one for us. I really wanted to focus on the concept of a "game within the game" this year so that there was always a defensive counter to utilize and be successful with. We've added in lockdown defense so you can try to stop penetration and force tough shots. We've added tons of interceptions to try and stop passes. We've overhauled blocks so that you can stop shots, dunks and lay-ups. And we've added defensive hops so that you can jump in front of a player trying to freestyle around you. We're finally at a point where the game is a lot of fun, and the Dynamic DNA has added that bit of authenticity on top.</p> <p>Hopefully that answers your question. If there's something more specific you wanted to know let me know.</p> <div data-bbox="1096 850 1193 877" style="text-align: right;">Quote</div>

07-24-2008, 07:11 PM	#132 (permalink)
Da_Czar MVP OVR: 55 Join Date: Jul 2002 Location: Sim City Posts: 2,843	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <div data-bbox="341 1008 706 1039">Quote: Originally Posted by ml9</div> <p><i>Da_Czar: Tough question. A lot of things helped drive our direction this year. But, when it comes down to it, we have a team of people that are super passionate about this game and really want it to be fun and authentic. A bunch of us grew up on Live, much like most of you. I remember camping out in front of my PC back in the day and dominating with Haley and Cartwright on the Bulls vs AC Green on the Lakers.</i></p> <p><i>The big thing for us this year was to build on our game and make sure it was fun. In the past we had too many frustrating moments that overshadowed some of the cool stuff we had done. We wanted to eliminate those as much as possible (ie. rebounds hitting the floor) so that our cooler moments would be at the forefront.</i></p> <p><i>With the work we've done on our game foundation over the past couple of years it's allowed us to start pumping in a ton of animations so that you see fresh stuff all the time. This has given us a whole new looking game. From signature animations, to highlight animations, to subtle animations - Just watching our game compared to last year is a huge difference.</i></p> <p><i>And lastly, game balance was a big one for us. I really wanted to focus on the concept of a "game within the game" this year so that there was always a defensive counter to utilize and be successful with. We've added in lockdown defense so you can try to stop penetration and force tough shots. We've added tons of interceptions to try and stop passes. We've overhauled blocks so that you can stop shots, dunks and lay-ups. And we've added defensive hops so that you can jump in front of a player trying to freestyle around you. We're finally at a point where the game is a lot of fun, and the Dynamic DNA has added that bit of authenticity on top.</i></p> <p><i>Hopefully that answers your question. If there's something more specific you wanted to know let me know.</i></p> <p>Thanks, that definitely answers my question. All that work seems to be translating very well in the early videos. Thanks again.</p> <p>The Genius only emerges through intense desire to master one's craft.</p>

	Dick Russell <div data-bbox="1101 199 1198 231">Quote</div>
07-24-2008, 07:15 PM	#133 (permalink)
BigO32 Rookie  OVR: 8 Join Date: May 2008 Location: Decatur, Georgia Posts: 395  	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>My bad I didn't mean ratig I meant slider ha ha.... ☺</p> <p>How many times have I told you, you better not even dream about tellin' white folk the truth! You understand me? Shoot! Makin' White people riot! You better learn how to lie like me! I'm gonna find me a white man and lie to him right now!</p> <div data-bbox="1101 646 1198 678">Quote</div>
07-24-2008, 08:55 PM	#134 (permalink)
bigeastbumrush  OVR: 35 Join Date: Feb 2003 Location: Queens Posts: 8,181  	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>What has been done about what I'd like to call the "super PGs" where everytime the CPU PG had the ball and had an ounce of space, he either drove the lane or took a long range jumper?</p> <p>Is there some sort of collapsing defense logic when an offensive player gets into the lane?</p> <div data-bbox="1101 1092 1198 1123">Quote</div>
07-24-2008, 08:58 PM	#135 (permalink)
23 23  OVR: 67 Join Date: Sep 2002 Location: Los Angeles Posts: 29,397  	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>I remember that from back in Live 04. I hated that where the PG would score the ball no matter who it was if you gave him room. That's not basketball</p> <div data-bbox="1101 1533 1198 1564">Quote</div>
07-24-2008, 09:59 PM	#136 (permalink)
truth393 Rookie OVR: 2 Join Date: Nov 2007 Posts: 38 	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>How are the draft classes in the franchise mode? In the past they been unrealistic. I was thinking EA should put a feature in the game like create draft class, or create a prospect. That will make the franchise alot better.</p> <div data-bbox="1101 1774 1198 1806">Quote</div>
07-25-2008, 12:41 AM	#137 (permalink)
RubenDouglas Robert Swift's Mentor	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365 <p>one question for ml9.. first off thanks for coming here and interacting.</p>



OVR: 26
Join Date: May 2003
Posts: 14,474

my question revolves around nba 365 feature and if there is a PLAY NOW CALENDAR MODE, where you can select to play realtime games based on the calendar day. Nba inside drive 2000 on pc had that feature in, but of course they didnt have realtime lineups, tendencies, and ratings in effect, so this would push it to a whole other level.

Maybe this isnt so simple, but im talking about a basic exhibition mode screen with the realtime matchups already set in place.. I would also love to GO BACK in time, maybe two weeks and replay a game. I know the basis of this is in the game, but it would take the hassle out of trying to figure out who played who if there was a calendar mode. but thats just me.

Im talking exactly what dynasty/franchise mode has to offer, but being in there for exhibition.

Inside drive had it to where it would look at the PC clock and change around realtime schedules. Setting up matchups isnt too hard to do but that would be cool if it was in there.

"Play Now. Todays Matchups"

Last edited by RubenDouglas; 07-25-2008 at 12:44 AM.



07-25-2008, 03:35 AM

#138 (permalink)

Klocker
MVP



OVR: 15
Join Date: Jul 2003
Location: Gilbert, AZ
Posts: 2,119

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365

Quote: Originally Posted by **RubenDouglas**

"Play Now. Todays Matchups"

Quote: Originally Posted by **Klocker**

DEVS.... I was wondering last night, since this DNA/365 is built to be used in the Play Now games what are the chances of having that mode be a "True Season". where the real NBA season is represented as part of the Play Now screens showing (based on console date) the NBA schedule in real time along with all the updated daily stats.

that way when you pick up a play now game you have the option of playing any game of that night in the NBA? Like an alive season? Obviously after the season, it would be moot but you could have it be a season mode for 2008 that you could go back and play

great minds although I do not remember that being in Inside Drive 2000

Quote:

ml9

Klocker: There are a ton of different things we've talked about doing with Dynamic DNA over the next couple of years. I like your idea a lot.



07-25-2008, 08:31 AM

#139 (permalink)

JBH3

Best WR in the NFC
East



OVR: 48
Join Date: Jan 2007
Location: Northern VA
Posts: 6,685

Re: E3: NBA Live 09 - Dynamic DNA & NBA 365



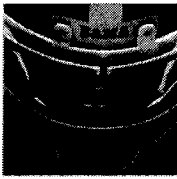

Sounds promising...But is the 09 version going to actually call the CPU out of bounds when they are clearly out of bounds. Are we actually going to be able and hire/fire a head coach? Will the player models NOT look like vampires?





Quote: Originally Posted by **Chris Martin**












When the future's architected by a carnival of idiots on show, you'd better lie low...

OS Working Mans On-Line Franchise Blog
2009 Philadelphia Iggles (4-1)

Four for the Price of One - A Madden10 4-Team Dynasty

		
07-26-2008, 08:05 AM		# 140 (permalink)
trobinson97 Gametime	Re: E3: NBA Live 09 - Dynamic DNA & NBA 365	
	Hey Matt. What's the average size of these regular updates? I heard it asked on the Gamespot video but it wasn't really answered.	
	Gamertag - Depotboy.	
	Not changing this sig til the Tide win another Championship or the world ends, whichever comes first. Dec, 7 2006.	
OVR: 48 Join Date: Oct 2004 Posts: 9,341 		

<p>07-27-2008, 01:13 PM</p> <p>KofiJamal Rookie</p>  <p>OVR: 3 Join Date: Mar 2004 Posts: 52</p>	<p>#141 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>I have a question about this. I'm looking at this and it sound very cool. I like to create a player and play with that team, making trades and letting the cpu make trades. Will this llow me to play as I normally do or when "player a" is traded to another team, and I traded for him, will the game automatcally remove him from my roster? Sorry if I overlooked this answer.</p> <p>I'll admit I'm more of a 2KSports NBA fan than a Live one, but this feature is just incredible to me. Live is on the radar more so than ever this year.</p> <p>Quote</p>
<p>07-27-2008, 01:21 PM</p> <p>mikenoob Pro</p>  <p>OVR: 8 Join Date: Oct 2007 Posts: 532</p>	<p>#142 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by KofiJamal</p> <p><i>I have a question about this. I'm looking at this and it sound very cool. I like to create a player and play with that team, making trades and letting the cpu make trades. Will this llow me to play as I normally do or when "player a" is traded to another team, and I traded for him, will the game automatcally remove him from my roster? Sorry if I overlooked this answer.</i></p> <p><i>I'll admit I'm more of a 2KSports NBA fan than a Live one, but this feature is just incredible to me. Live is on the radar more so than ever this year.</i></p> <p>I'm sure the roster updates does not update during your franchise/season, but only online or exhibition games offline. Correct me if I'm wrong.</p> <p>Quote</p>
<p>07-27-2008, 09:40 PM</p> <p>Klocker MVP</p>  <p>OVR: 15 Join Date: Jul 2003 Location: Gilbert, AZ Posts: 2,119</p>	<p>#143 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>Quote: Originally Posted by mikenoob</p> <p><i>I'm sure the roster updates does not update during your franchise/season, but only on line or exhibition games offline. Correct me if I'm wrong.</i></p> <p>yes it updates all season long but will not effect a franchise mode in process, only when you start a franchise it will start with the newly updated data (if you WANT it to). you can also choose custom rosters and original shipping rosters (based on 08 season) or any 365 updated roster that you may have saved.</p> <p>Quote</p>
<p>08-12-2008, 01:22 AM</p> <p>ai2k2 Pro</p>  <p>OVR: 8 Join Date: Aug 2002 Location: Brooklyn, New York Posts: 675</p>	<p>#144 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <p>This feature is revolutionary because it ties the game to the NBA. Not just code its ACTUAL tendencies. I personally never thought of that idea, great ADD EA... other basketball games gotta think outside the box. Im excited mostly for Live 2010 when everything is in and the new team is settled.</p> <p>Quote</p>
<p>08-12-2008, 11:12</p>	

<p>PM</p> <p>Swag.So.Official Rookie</p> <p>OVR: 3 Join Date: Aug 2008 Location: detroit,mi Posts: 43</p>  	<p>#145 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <hr/> <p><i>I lost my little internet cord thing i was wondering where can i get another one</i></p> <hr/> <p><i>Sincerely,Swag.So.Official</i></p> <p><i>Live.For.Life</i></p> <p></p>
<p>08-14-2008, 03:30 PM</p> <p>sportyguyf131 MVP</p>  <p>OVR: 16 Join Date: Nov 2005 Posts: 2,124</p>  	<p>#146 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <hr/> <p>Quote: Originally Posted by ai2k2</p> <p><i>This feature is revolutionary because it ties the game to the NBA. Not just code its ACTUAL tendencies. I personally never thought of that idea, great ADD EA... other basketball games gotta think outside the box. Im excited mostly for Live 2010 when everything is in and the new team is settled.</i></p> <p>Isn't it amazing what getting your butt kicked by another company for the past 5 years can do?</p> <p>Look at how the basketball games are progressing and pushing each other to grab the consumer, the hockey titles as well; and compare them to the snails pace that baseball and football have moved.</p> <p>Competition works.</p> <p></p>
<p>08-15-2008, 02:25 PM</p> <p>marquiece Rookie</p>  <p>OVR: 5 Join Date: May 2003 Location: Charlotte Posts: 430</p>   	<p>#147 (permalink)</p> <p>Re: E3: NBA Live 09 - Dynamic DNA & NBA 365</p> <hr/> <p>Quote: Originally Posted by sportyguyf131</p> <p><i>Isn't it amazing what getting your butt kicked by another company for the past 5 years can do?</i></p> <p><i>Look at how the basketball games are progressing and pushing each other to grab the consumer, the hockey titles as well; and compare them to the snails pace that baseball and football have moved.</i></p> <p><i>Competition works.</i></p> <p>Yeah I really think that EA is motivated this year in terms of the NBA, NHL, & FIFA titles. This is the most they have done in a while with each of these titles. I'm really only a football and basketball guy, but I'm considering picking up the NHL & FIFA titles as well.</p>