

**The  
David Perry  
Challenge #1**

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**PlayStation 2**

**What impressed you, what would you change,  
how could it be better?**

# Ratchet & Clank: Up Your Arsenal

**Genre:** 3<sup>rd</sup> Person Shooter

**Dev/Pub:** Insomniac Games / SCEA

**Intro:**

- Like previous iteration, no real intro.
- Top to bottom menu.
- Not many initial options, most everything is available after the game is loaded.

**Getting Going:**

- Levels are pretty straight forward & linear.
- Easy to pick up controls, and help menu has all the commands.

**Fun:**

- Bulk of the game is standard 3d platformer, but mixed in are arena fights, 2d platformer, and the generic puzzles. Well executed.
- Interesting variety of puzzles, though simple. It's not always the get key to open door style.

**Visuals:**

- Good facial expressions.
- Many special effects; plasma whip, Particle systems for collisions, etc.
- Always something moving in the background (ships passing by, etc.)

**Intelligence:**

- Varied enemies with styles of attack, though everything is pattern based.
- Difficulty stems from having many (10+ sometimes) people to fight at once.
- Character's personality is portrayed through cut scenes.

**Immersion:**

- Interesting and hilarious story, with many side quests.
- Many different play elements and weapons to keep you entertained.

**Cameras:**

- 3<sup>rd</sup> person fully rotative camera that is hindered by objects. Makes for difficult arrangement in tight quarters.
- Possibility to play the game as a FPS when using a projectile weapon.
- When locked on to an enemy, enemy stays center screen, and you rotate around.

**Controls:**

- Identical controls to previous versions, as responsive and fluid.
- Some extra controls, such as strafe-lock can be added.
- Y axis always inversed in FPS mode.

**Ideas:**

- Some 2d platformers levels.
- Can check for saves from previous iterations for bonus items.
- Plenty of side quests.

**Memory:**

- Hilarious story with solid play elements.
- Plenty of upgradeable weapons which can now be upgraded more than once.

# Grand Theft Auto: San Andreas

**Genre:** 3<sup>rd</sup> Person Adventure

**Dev/Pub:** Rockstar

## **Intro:**

- Still images opening.
- No opening menu, it automatically loads the last saved game, or starts a new one if no previous save is available.
- The fact that it automatically loads a save can be somewhat frustrating since if 2 people play the game constantly, the loading times are pretty bad when you want to reload your game.

## **Getting Going:**

- For the veteran GTA player, this game plays the same as the previous ones
- The game takes you through steps as the first missions, and explains how the game works.
- The game is very easy to get into. But some might find it slightly offensive(A lot of swearing).

## **Fun:**

- Many new elements are added to this game. You now have to eat and exercise. You can change your clothing, hairstyle, and even accessorise.
- You can modify your cars.
- General setting of the game has changed, so it might not appeal to as many people.

## **Visuals:**

- The sun blinds you like crazy!
- Below average character model with glued fingers and very low Polygons.
- Large amounts of people walking around, cars, and buildings on screen at once.
- The vehicles are well done, and the damage is excellent.
- Extremely buggy. Mostly being problems with collision detection and clipping.

## **Intelligence:**

- The AI seems to follow in triggers when you pass a certain area, everyone there will start shooting.
- Cars that you chase follow a strict path to the destination, and if you make them fray, they will simply return to that path in the most convenient way.

**Immersion:**

- The immersion in this game depends on your liking of the setting. If the gang, swearing, bad mouthing, crime-full environment doesn't interest you, you might have some trouble enjoying this game.
- Plenty things that can be done outside of the main story are extravagant and will keep anyone entertained for many hours.
- Real open Ended feel,

**Cameras:**

- Many different cameras are available when in a vehicle. The default camera seems to be the best suited for all parts of the game.
- A few glitches as the camera can get stuck behind a building or such, but that can be quickly remedied by the touch of a button to re focus the camera behind the player.

**Controls:**

- The controls are very intuitive, and are very responsive.
- Target shooting is most difficult, as you cycle through enemies.
- It is usually pretty hard to run, shoot, and then change target to shoot again.

**Ideas:**

- Statistics (shooting, driving, sex appeal, muscle, stamina, etc) which must all be properly balanced.
- Plenty of things to make the game more realistic: Eat, workout, etc.

**Memory:**

- Very offensive language. No necessary to make the game enjoyable.
- A good follow up the previous iterations with plenty of new ideas.

# Grand Theft Auto III

**Genre:** 3rd person Adventure

**Dev/Pub:** Rockstar

**Intro:**

- Movie-esque credit intro with still from the game. Not very enticing.
- No menu, the game automatically loads the last save or starts a new game all depending.

**Getting Going:**

- A little pop up on the top left corner explains new commands.
- Text appears during missions guiding you to the right place/action.
- Getting a hang of driving controls is easy

**Fun:**

- Great open-ended feel. You don't have to follow the story you can just do whatever you want.
- Plenty of different styles of missions.

**Visuals:**

- Some bugs, like cars going through the ground, but it doesn't usually detract from the game.
- Graphics are not the best, character modeling is passable.
- Plenty of people and vehicles on the road at once.
- Good vehicle damage.

**Intelligence:**

- Plenty of different characters with different personalities.
- Even bystanders have different reactions.
- As you progress, certain factions become hostile, and shoot on sight.

**Immersion:**

- It's a real sprawling city. There's always something happening.
- Plenty of things to do other than story missions.
- Plenty of hidden objects and missions.

**Cameras:**

- Plenty of in vehicle cameras.
- Fair amount of cameras when on foot. Though for both the standard camera is the best.

- The cameras follow very well, and you can use the right control stick to look in first person.

**Controls:**

- Most of the controls are easy to execute.
- Shooting and aiming are very hard to use. If you target and you need to cycle through targets and move at the same time, you need to press many buttons at once. Too complicated.
- Scrolling through targets is not revolving which makes it difficult to get the appropriate target sometimes.

**Ideas:**

- Radio stations that you can listen to in the car.
- The open ended type of game. The options are almost limitless.

**Memory:**

- Great sense of freedom
- A lot of fun to explore the huge environment

# Metal Gear Solid: Sons of Liberty

**Genre:** 3<sup>rd</sup> Person Espionage

**Dev/Pub:** Konami

## **Intro:**

- Movie like intro complete with opening credits. A little long.
- Easily navigable menus, standard top to bottom.
- History section, so players recollect the first story.

## **Getting Going:**

- Long opening movie.
- Controls are explained as part of the story.
- Medium learning curve, about 30 min.

## **Fun:**

- Difficult, but rewarding gameplay.
- Most of the gameplay is based on tactical espionage.

## **Visuals:**

- The game is a mostly in green/grey hue. It's a style, but makes it a little boring.
- Nice transparency effects.
- Interesting chaff effect with plenty of little particles floating in the air.

## **Intelligence:**

- Bosses follow multiple patterns, so they are difficult to predict.
- Regular opponents follow a certain path, but then they hear or see you they investigate. Some of the best intel.

## **Immersion:**

- Compelling story with strong believable characters.
- World has real aspects such as guards sleeping, or being bored.
- When in first person mode there is no shooting reticule, you aim with the gun's sight.

## **Cameras:**

- First person mode and the radar help put everything in good perspective.
- Camera is very elevated, so viewing distance is not very great.
- Camera tilts when peaking around corners

**Controls:**

- Some controls are harder to use such as being flattened against the wall and moving along it, or peaking around the corner in FPS mode ready to shoot.
- When selecting an item the description includes controls.

**Ideas:**

- Excellent voice over, though sometimes a little melodramatic.
- Continuing story from the first MGS.
- Some puzzles have to do with finding something hidden in a 3D environment. No fun since you must be in a certain place to find it within the room.

**Memory:**

- Story pushes you to keep on going with plot twists
- Interesting level design using multiple storeys

# Gran Turismo 3: A-Spec

**Genre:** Racing

**Dev/Pub:** Polyphony Digital / SCEA

**Intro:**

- Very long intro (The length of a song), but there is much gameplay footage.
- Opening menu is top to bottom, though not all available options can be seen on screen at once.

**Getting Going:**

- License test explain the mechanics and how to properly play the game.
- Not many cars to choose from in the beginning (most of them being very unpopular).

**Fun:**

- You don't get enough money, so you have to race the same tourneys many times before progressing
- Cars are always some similar strength when you race.

**Visuals:**

- Better graphics than some Xbox games.
- Very nice a realistic car meshes with large textures.
- Nice environments with blinding sun.

**Intelligence:**

- Cars always strive for the best line, and will sometimes knock you.
- Difficulty seems like all cars are driving on their own.

**Immersion:**

- Sense of speed is not very much there.
- Realistic physics engine.

**Cameras:**

- Only 2 camera views – bumper and outside.
- No cockpit cam, like a Driving sim should have.
- Mirror always on.

**Controls:**

- Analog buttons give a mediocre pedal feel. You need to push real hard.

- Very little replay controls. Just camera change and car change.

**Ideas:**

- A meter shows what gear you should be on when you corner.
- For a sim, there should be an analog clutch.
- No car damage, though many licensed cars.
- No Mph/Kph change.

**Memory:**

- Gorgeous graphics.
- Good sensation of always being on par with the drivers.

# Grand Theft Auto: Vice City

**Genre:** 3<sup>rd</sup> Person Adventure

**Dev/Pub:** Rockstar

**Intro:**

- simple opening movie with credits, only game shots.
- Game loads right away. no opening menu.
- In game menu is full and clear.

**Getting Going:**

- Little pop up instructions when you first do something.  
There are instructions during mission that lead you through the mission.
- Right away you see the freedom available.

**Fun:**

- Total freedom, open ended game.
- Mission progress in difficulty, but all the missions are clearly explained by pop up windows.

**Visuals:**

- Car damage is excellent.
- The sun is very blinding
- Characters aren't very nice, very low polygon. Though there are a lot of characters and vehicles on screen at once.
- The whole world always seems to have a blur over it.

**Intelligence:**

- Many characters and they all act different. Some gangs will attack on site. by standards run away or cower in fear.
- Drivers are the same; some are quick n the pedal passing people and red lights others follow the rules.
- You get the feel of a real live city.

**Immersion:**

- Real sprawling city; people walk around, things change.
- Interesting story, though a little ripped off from Scarface (the remake).

**Cameras:**

- Various cameras for both driving and on foot.

- Generally well executed, and camera changes when using a large vehicle and going into underpass, so as to allow you to see well.

**Controls:**

- Standard 3rd person control; most commands are fairly easy to do, except sometimes jumping.
- Very hard to aim and shoot. The aim reticules do not cycle, so you are force to go back and forth in order to aim at the right person. Add to that the running around, and you are in a complicated control manoeuvre.

**Ideas:**

- A lot of elements taken from Scarface.
- Added some element from the 3rd episode (Pizza missions, bikes, purchasing of property, etc.)

**Memory:**

- Plenty of hidden items
- Certain entertaining missions can be done over and over, for the fun of it.
- It's fun just to drive around.

# Tony Hawk Pro Skater 3

**Genre:** Extreme Sports - Skateboard

**Dev/Pub:** Neversoft / Activision

**Intro:**

- Very similar to a skateboard video, no game footage. good hype.
- Top to bottom menu with good descriptive name.

**Getting Going:**

- A fair amount of tutorials show you all the relevant controls.
- Very hard game for someone who has never played this genre of game.
- Some goals are very well described.

**Fun:**

- Very fast gameplay; too fast for the uninitiated.
- 2 minute level playing; very hard to get to know the level with so little time to go around.
- Good variety of levels.

**Visuals:**

- Solid character modelling features, nice textures.
- Blood effects are realistic, but no other special effects.
- Balance bars are not very well placed; they should be around the skateboard, instead of on the top of the head of the character.

**Intelligence:**

- N/A in my playing time; you always do the levels on your own.
- The level is essentially time based; certain things happen during the level, but all are environment based, not character based.

**Immersion:**

- Career mode is the heart of the game.
- Not much of a story, but your stats increase as you progress.
- Good progression in levels where you don't have to completely finish all the challenges of a level before continuing.

**Cameras:**

- 3rd person camera; you can rotate around the character, but the feature isn't very useful. The standard camera does a good job.

- The camera follows and usually does a good job when hitting jumps and such, but if your jump is too low, then the camera will switch late and it will be hard for you to accommodate a proper fall.

**Controls:**

- Well mapped buttons.
- Pretty fast skating making it pretty hard to control the character and pull of many moves in one jump.

**Ideas:**

- Very nice Park Editor with many items.
- Create a character and change the likeness of the board.
- Online play - one of the first games on PS2 to have it.

**Memory:**

- Biggest memory is face plants; messing up moves and crashing just when I was just about pull off a crazy move.
- 2 minute thing makes the game much less entertaining than it could be, plus adds many loading times.

# Tony Hawk Pro Skater 4

**Genre:** Extreme Sports - Skateboard

**Dev/Pub:** Neversoft / Activision

**Intro:**

- Very long intro a movie, not game based. good hype because of the cool moves portrayed
- Top to Bottom menu system in steps. pretty easy to navigate.

**Getting Going:**

- Similar to other THPS, The learning curve can be quite daunting.
- No time limit per level (compared to previous versions) so you are free to take your time and experiment.

**Fun:**

- Takes a little to get used to, but once you get the controls you can have plenty fun just going around town.
- Plenty of varied challenges in varied places with good progression and good rewards.

**Visuals:**

- The levels are large
- Low poly characters
- Animation doesn't particularly flow very well except for the air moves.

**Intelligence:**

- When racing someone they just follow a predetermined path.
- Different characters have different attitudes, but no one plays a major part in the game.

**Immersion:**

- After the steep learning curve you can pull off some pretty crazy moves.
- The challenges are varied so you are kept interested.
- Varied levels.

**Cameras:**

- The camera moves very fast, and the speed of the game is very fast also.
- Makes for confusing and disorienting gameplay.
- Camera can be rotated around character, but is seldom used.

**Controls:**

- Same controls as the previous games.
- Seems very hard to get the proper landing angle in this version.
- The balance bar is well executed.

**Ideas:**

- No tutorial on how to play the game. Though when you must accomplish a move, it is written.
- Custom characters and parks.
- fair amount of unlockables

**Memory:**

- Face smashes very well executed and believable.
- Game is too fast, but you can use the slow cheat to slow things down a little.

# Winning Eleven 7

**Genre:** Sports – Football

**Dev/Pub:** Konami

**Intro:**

- Pre-rendered intro showing the excitement of the game.
- Stylised top to bottom step based menu.
- Bottom of the screen has text help on menu functions.

**Getting Going:**

- Training mode has multiple sessions and exercises.
- After just a few games you quickly get the hang of the controls.

**Fun:**

- Extraordinary realism in the game.
- Play strategy and many moves make for an always changing game.

**Visuals:**

- Blurry camera during highlights. like on a TV
- Dynamic shadows.
- Smooth animations, not one jaggy animation step.
- Goal keeper seems to slide a little during replays.

**Intelligence:**

- The techniques used by the opponent are varied.
- Your players follow formation and switch from a more defensive stance to an attack stance.
- Gaming strategy can be changed to adapt to the opponent teams.

**Immersion:**

- Various play modes from League, tourneys to team management intensive.
- When playing franchise you can do almost anything: train, exchange, retire, hire.

**Cameras:**

- Various camera angles, plus some unlockable ones. It's a little weird to have unlockable camera angles.
- Default camera is a little close, so it's hard to see the passes. but a mini map on the HUD alleviates the situation.

**Controls:**

- You can tell another player to pressure the opponent.
- Every single button on the controller has a function which can be a little bit daunting for the initial player. but fairly intuitive
- More than just tackling. Plenty of ways to get the ball.

**Ideas:**

- 2 commentary languages.
- load data from WE6.
- unlockable gallery, create players and team editor.
- Not many licensed teams.

**Memory:**

- Gorgeous graphics with excellent gameplay.
- You can save the replays.

# Prince of Persia: The Sands of Time

**Genre:** Sports – Football

**Dev/Pub:** EA

**Intro:**

- Very short pre-rendered intro, no hype or anything.
- Standard top to bottom menu, easily navigable.

**Getting Going:**

- Game starts off slowly with tutorial text pop up explaining the commands.
- At every save point, you have a vision of what is coming next to help solve the puzzles.
- Easy control.

**Fun:**

- Very interesting puzzles including jumping and dodging.
- Nice level layout with large rooms and logic puzzles.
- A little uninteresting combat where you absolutely need to finish the enemies. It can be very hard to do when many enemies are present.
- you can't run away from enemies since they teleport

**Visuals:**

- Nice particle sand effect, but isn't affected as you walk through it.
- Nice character modelling with smooth animation. Hair and pants billow in the wind.
- Dynamic shadow is always underneath character; even when there is a torch beside you.

**Intelligence:**

- You fight multiple enemies at once, but they aren't very smart. They sometimes block your attack.
- A few sporadic bosses, which are usually accompanied by many other enemies.

**Immersion:**

- Intriguing story with good cinematics.
- Very different than other games by the puzzle elements.
- Not an easy game, but rewarding in that sense.

**Cameras:**

- 3rd person camera is fully rotative, but hindered by world objects.

- Interesting landscape view, helps you see the full area and better solve the puzzle.
- Camera also sometimes changes to a cinematic view, to push the player forward, or show a specific area.

**Controls:**

- Very easy controls, even though there are quite a few special moves.
- Very easy to dodge and block while fighting.

**Ideas:**

- Original POP unlockable.
- Interesting rewind feature, so you can turn back time.
- Sound is based on camera position not character position, so sound seems off.

**Memory:**

- Nicely accomplished game, with plenty of platformer puzzles.
- Good communication with player (hints, a second character talking to you to explain the puzzle.)

# SSX

**Genre:** Extreme Sports - Snowboarding

**Dev/Pub:** EA

**Intro:**

- Pre-rendered footage intro, portrays well the excitement.
- Iconic menu with help text on the bottoms.
- Options selection isn't available selection on the menu but a button press.

**Getting Going:**

- Warm up course has pop up showing the basic controls.
- Trick book has all the player tricks.
- The first few times, the game is hard but you get used to the controls pretty quickly.

**Fun:**

- Various events from show off to races.
- Good progressions for unlockables.
- Time makes courses more difficult. Perhaps no time limit would have been better.

**Visuals:**

- Nice particle systems for explosions.
- To show where player has been is a bump map.
- Choppy animation; character just changes stance in 1 frame during moves.

**Intelligence:**

- Opponents crash just like you do.
- Opponents act no differently with you as with other opponents.
- Opponents use special/hidden areas of the map too much. Something that takes time to learn.

**Immersion:**

- Some pretty cool moves, but game is real hard.
- Only 6 levels, but they are large and with plenty of explorable terrain / hidden areas.

**Cameras:**

- 3rd person camera. Different views are only further from characters.
- Camera views are always reset at the start of each track, so you have to set the always at the beginning.

- Camera doesn't have a 100% follow rate, so when going fast through a turn you might be going blind.

**Controls:**

- Only 2 control settings with very little change. No custom.
- Pro allows you to move left to right when readying for a jump.
- Some of the moves are very hard to execute even when you follow the trick book.

**Ideas:**

- Not many sayings for voice over.  
Craziest moves ever seen in a snowboarding game.

**Memory:**

- Interesting game but incredibly hard.
- Though I'm doing what the trick book says, the moves don't happen.
- Good multiplayer aspect.

# Final Fantasy X

**Genre:** Role Playing Game

**Dev/Pub:** Squaresoft

**Intro:**

- Intro seems to show off the graphical prowess of the game. without really being an intro.
- Very simple menu. Slightly different from other FF games by having more graphical elements and even a web address.

**Getting Going:**

- Menu has a help section with everything clearly described.
- Tutorials on all first occasions of important elements.
- Easy movement in game.

**Fun:**

- Game progresses a little slowly at first.
- Very linear beginning of the game as the characters get developed.
- Interesting battle system.

**Visuals:**

- Still some of the best graphics available on the PS2.
- Large amounts details on the characters.
- Many in game engine cinematics with mouth moves (a little out of sync because of the animation).

**Intelligence:**

- As with all RPGs, all enemies are pattern based. Bosses work on triggers, others just attack.
- All characters have a different personalities which are portrayed through large amounts of dialog

**Immersion:**

- A complete story and gorgeous environments make very good immersion
- Plenty of ways to manipulate players attribute, so you can make your character the way you want him to.

**Cameras:**

- 3rd person cinematic camera. Not player controllable.
- The fact that the camera moves in very cinematic ways makes it a little confusing for the player at times.

**Controls:**

- Very straight forward controls, with barely any buttons used.
- Interesting controls for combat where a combination must be inputted for special moves.

**Ideas:**

- Mini games.
- Much different style of leveling up than in prior games.
- Learning a different language and you can import the dictionary into a new game so you can get another part of the story.

**Memory:**

- Gorgeous graphics.
- Excellent story.

# Virtua Fighter 4

**Genre:** Fighter

**Dev/Pub:** Sega

**Intro:**

- In game footage intro showing all the characters.
- Top to bottom menu selection with selection submenu branching over while still keeping the initial menu (kind of like windows start menu)
- Menu text help.

**Getting Going:**

- 3 different training sessions explain different elements of the fighting system.
- Technical gameplay, but easy to get into even for new players. Slick presentation.

**Fun:**

- Many characters all with different fighting styles.
- various play modes.
- Plenty of realistic moves to learn and perfect.

**Visuals:**

- Some jaggies, but there is plenty of smooth animation.
- Plenty of different animations for every character.
- interactive backgrounds
- Dynamic shadows.

**Intelligence:**

- Different of opponents with different types of attacks.
- Opponents master well their fighting styles using their techniques often.
- various difficulty levels, and the game gets progressively harder after each fight
- Rewarding feeling when fighting hard characters.

**Immersion:**

- Very technical fighter, so button mashing will not work.
- Characters all have special training so you can learn all their special moves.
- Unlockables items

**Cameras:**

- Side camera for most the match; tilts to the side depending on character's position so characters are always facing each other.

- During certain special moves, the camera will go into a cinematic pose to better show the special move.

**Controls:**

- 3 control types plus custom control.
- L buttons are combos so it's easier to perform multiple button presses.
- Certain controls and moves can sometimes be hard to perform on a standard controller; an arcade controller is more suited for this game.

**Ideas:**

- Unlockable items
- People from respective countries speak their respective language.
- Game can only be paused after fight starts (after the 3..2..1..go) so the split second where you press start you will get attacked.

**Memory:**

- Solid graphics with impeccable mouth moves.
- Real fighting styles
- No button mashing, and excellent multiplayer

# Madden NFL 2003

**Genre:** Sports - Football

**Dev/Pub:** EA

**Intro:**

- Intro is a cameo of an NFL player.
- Menu is better organized (arranged into sections) than in previous versions. Still top to bottom.
- Menu has some in game footage.

**Getting Going:**

- Football 101 shows you how certain plays work, yet they don't show you the controls.
- Everything comes from playing the game over and over.

**Fun:**

- The more you play the more enjoyable this game gets
- You slowly learn all the moves and intricacies as you get tokens, you can unlock more teams, and free agents.

**Visuals:**

- They still push for a very sharp image which creates a flicker on the screen.
- Realistic blurry effect for camera focus.
- Nice helmet reflections.
- Smoother animation, but the animations are mostly the same.

**Intelligence:**

- Varied plays used by the opponent.
- Every time they punt, there is always someone waiting for you to catch the ball and then tackle you.

**Immersion:**

- Building a franchise, your own team, from scratch is enjoyable.
- Leagues, tournaments, or just build your own player.
- Very deep franchise mode with many options.

**Cameras:**

- Default camera is too close, so it is hard to see the action at the wide receivers level.
- You can't change the camera in game, only in options menu.

**Controls:**

- Some common actions still aren't mapped to the same button.
- Complex control (tapping or holding for different passes).

**Ideas:**

- Madden cards.
- Not many changes from the previous games.
- Less options (such as camera).
- You can now ask madden for defensive tips.

**Memory:**

- Smoother control than the previous games.
- But the same feel as previous game with not many new elements.

# Ratchet and Clack: Going Commando

**Genre:** 3<sup>rd</sup> Person

**Dev/Pub:** Insomniac Games / SCEA

**Intro:**

- No intro, 3d start screen of the main characters playing this game and previous episode.
- Very simple top to bottom opening menu, not many options.
- All options are available through in game menu

**Getting Going:**

- Pop up messages to introduce new elements.
- Easy, responsive control.
- In game help menu has a list of commands.
- Slow start so you have time to get used to the game.

**Fun:**

- Planet to planet Dog fights, a new element added to this game.
- Interesting level design, with platforming, shooting, and puzzle elements.
- Game is hard than the first, but is compensated by main character having more life, and experience levels.

**Visuals:**

- Many special effects created for the weapons and gadgets.
- Smooth, yet cartoonish animation fits well the style.
- Plenty of things happening on the screen at once with no slowdown.

**Intelligence:**

- All enemies are pattern based; not hard patterns.
- Difficulty stems from the amount of characters you need to fight at once. in first game 1-3 in this 5-10.

**Immersion:**

- Humorous story.
- Plenty of weapons and gadgets.
- Interesting level design where the levels are circular so you can go to the next from a center point.

**Cameras:**

- 3rd person fully rotative camera but is hindered by world. very hard to manipulate in tight quarters
- Reverse cams on both x and y axis.

**Controls:**

- Very arcadeish but simple controls to use.
- Quick pick menu is very useful and easy to use.
- The targeting system of certain weapons are a little hard to use. Maybe a target cycle button would have been good.

**Ideas:**

- Level up, for character and weapons.
- Possibility to get weapons from the previous iteration of the game, by checking save files.
- More puzzle elements than the previous game.

**Memory:**

- Very good and emotional voice over.
- Linear levels though you can back track so it gives a level of freedom.

# Devil May Cry

**Genre:** 3<sup>rd</sup> person Adventure

**Dev/Pub:** Capcom

**Intro:**

- No real intro just some animations prior to the start screen.
- Simple top to bottom menu with very little options.

**Getting Going:**

- No control tutorial, but the game starts off slow so you can experiment with the controls.
- Maps guide you to where the next important object/event is.
- Missions are described.

**Fun:**

- Coolness factor is a major part of this game.
- Very action oriented.
- Large levels with many back and forth. Large areas to explore.

**Visuals:**

- Warp from sword slash.
- Gunshot particles.
- Good darkness effect (similar to ICO).

**Intelligence:**

- Enemies have multiple attacks (close and ranged).
- Plenty of enemies to combat at once.
- Massive bosses, with much more complicated patterns.

**Immersion:**

- Large environments, so items found in the beginning can sometimes only be used later.
- Great action and easy control makes you want to keep on fighting.

**Cameras:**

- 3d person camera not controllable by the player.
- Is often in a cinematic view.
- Problems when in combat and moving back and forth between camera triggers.

**Controls:**

- Only 2 control types but the control is fairly intuitive.
- After 2 levels the easy control mode opens up.

**Ideas:**

- Difficulty levels come up as you lay, so you can adjust the game to the right difficulty.
- Redefinition of the horror style.
- Variety of weapons and power ups.

**Memory:**

- Huge bosses, interesting yet simple puzzles.
- Cool combos can be performed (juggling).

# ICO

**Genre:** 3<sup>rd</sup> person adventure

**Dev/Pub:** SCEA

**Intro:**

- Very interesting opening video, full of intrigue. Pre-rendered.
- There is no menu per se. new or load.
- Only a handful of options and they are available in game only.

**Getting Going:**

- The controls can be a little daunting to the unaccustomed to the genre.
- Generally simple game, starts very slow so you can test everything out.
- Cut scenes are well placed to move the story forward.

**Fun:**

- Puzzles are simple, yet compelling, and they throw in just enough action so you don't get bored.
- Strong story element.

**Visuals:**

- Very smooth animation
- Good fog effect.
- The enemies are also very well done, is a sort of smoke.
- The game also uses dust as you run around, and it looks very good compared to some other games.
- The colour palette is more in the beige undertones, accentuating the feeling of the setting.

**Intelligence:**

- AI doesn't play much of a role in this game. Except for the character that you drag around and the enemies.
- The enemies have a fairly solid AI they attempt to surround you while another steals the girl.
- The girl sometimes fall short of following you, so you need to hold her by the hand, and drag her up boxes... though this might have been intentional to add to the suspense..

**Immersion:**

- Very strong story, that you try to uncover as you play the game.
- Very rewarding puzzles

- Interesting setting

**Cameras:**

- Cinematic, generally controllable camera. You are able to move the focus of the camera as to be able to look around. And you are able to zoom in.
- Generally speaking the camera moves well to follow the hero, though it is sometimes necessary to wait for the camera to catch up after a sudden move.

**Controls:**

- The controls are very simple, and in some cases, context sensitive. The feeling is good and the animation is fluid.
- The sensitivity is also very well done, as you character is sometimes required to walk on pretty dangerous ledges.
- Button arrangement can be configured.

**Ideas:**

- Setting plays an extreme part in the game.
- Having to take care of a character.

**Memory:**

- Majestic setting of the game. You see the images of the large rooms, and lung to revisit them.
- Interesting puzzles.
- Save chair, symbolising the characters telling themselves stories.

# Jak & Daxter: The Precursor Legacy

**Genre:** 3<sup>rd</sup> Person Adventure

**Dev/Pub:** SCEA

## **Intro:**

- No intro, just 3D start screen of the main island. No enticement.
- The menu itself is very easy to navigate. With selections clearly described.

## **Getting Going:**

- Story puts the player through a tutorial type gameplay to learn the moves.
- None of the movies are skippable.
- Everything is voice over which is very interesting.

## **Fun:**

- It's the standard platformer game, in many ways similar to Mario 64.
- Some sections of different gameplay elements such as races etc.

## **Visuals:**

- Very colourful palette.
- Nice particle systems for explosions, and especially dust.
- Warping effects around the portals are also very well done. Sort of like a heat wave.

## **Intelligence:**

- The enemies are fairly mindless; most of them just run towards you. Though some others will hide, and then jump out at you.
- Generally speaking it is the required type of AI for this genre of game.
- Bosses are made difficult by the environment, not the boss themselves.

## **Immersion:**

- The game is somewhat open ended.
- If you have trouble doing something, you can just go do something else.
- Weak story, but humorous characters

## **Cameras:**

- 3d fully rotative camera. Is hindered by objects, and in the 3D world can sometimes be behind an object, so you cannot see the character.
- No centering button, so one must always move the camera around as to be behind the character if the camera did not automatically go there.

**Controls:**

- Most of the controls are efficient, and respond well.
- Except for the double jump. It seems to be very delicate, and one must time it perfectly to be able to execute it.

**Ideas:**

- Not many original ideas were put into this game. It's essentially a clone of Mario64. replace coins by eggs and replace stars by power cells.
- Not many bosses, over 50% into the game I only saw 1 or 2 bosses.

**Memory:**

- The characters are memorable, and the humour is there.
- The game is also fairly easy (with a percentage gauge) which entices you to return to the game and play it some more.

# Tony Hawk's Underground

**Genre:** Extreme Sports – Skateboarding

**Dev/Pub:** Neversoft / Activision

**Intro:**

- Very long intro, live footage of real skateboarding pros.
- Menu is very much the same as the previous versions, top to bottom.

**Getting Going:**

- 4 difficulty settings to better initiate players.
- First few challenges are focused on controls.

**Fun:**

- Added story element makes the game more enjoyable.
- No time constraints, so you are free to roam around.
- Varied challenges, even some not having to do with skateboarding

**Visuals:**

- Pretty smooth animation with good character models.
- Large environments with some pretty unusual move spots.

**Intelligence:**

- On the odd time that you need to compete with other skaters with they follow a general pattern.
- Scores always being around the same amount depending on difficulty.

**Immersion:**

- Interesting story with plenty of varied challenges.
- Many new additions to the world make it more believable.

**Cameras:**

- 3rd person camera that can be rotated about 3/4 of the way on each side.
- Automatically reverts back to behind the character.
- Camera follows better than in previous games when making jumps.

**Controls:**

- Controls are very genre specific, but essentially the same as previous versions.
- Now possible to run between moves for better combos.

**Ideas:**

- Create player/park/trick. You can even put your face on the character.
- Possible to though the challenges through the menu.

**Memory:**

- Still very fast game, but the different difficulty levels make it so you can get used to it better.
- Cool levels with varied challenges.

# Madden NFL 2001

**Genre:** Sports – Football

**Dev/Pub:** EA

**Intro:**

- Real NFL footage intro, not really representative of the game though.
- Top to bottom menu, nicely presented.
- Clearly explained options.

**Getting Going:**

- Easy Play helps new players perform better by assisting for catches and a few other things.
- Practice mode allows you to practice all available plays.
- No tutorial on controls and procedures of play

**Fun:**

- Many play both defensive, and offensive.
- Simple interface for choosing plays.
- The more you play the more enjoyable the game gets.

**Visuals:**

- Some nice animation though there are some skips from 1 animation to another.
- Many characters on screen at once with well defined textures.
- The high sharpness makes the screen flicker.

**Intelligence:**

- Opponent AI even in rookie is solid; using different plays, and adapting well.
- Players often seem to wait around and take time to react to situations changes (interceptions for example)

**Immersion:**

- Game looks very similar to watching a game on TV with cinematic replays.
- Many modes including Franchise, where you can take a team and follow through it's career

**Cameras:**

- Standard camera for almost all the NFL games.
- Difficult to see the wide receiver areas, since the camera is a little close.
- Stadiums TV have live feed (double render) of the camera view.

**Controls:**

- Complicated controls for the uninitiated since many situations need to be put down.
- Similar actions are not mapped to the same button in different circumstances (running with ball, running without ball).

**Ideas:**

- Nothing but rap/hip hop music, it's good to have a mix of music styles.
- Madden cards.
- Passing players colours change depending if they are clear or not.
- Very hard to commit a fault.

**Memory:**

- Difficult control.
- The animation is nice, but it's not necessary to zoom so close to the characters during replays. It's no longer gameplay, but showoff

# Ratchet & Clank

**Genre:** 3<sup>rd</sup> Person

**Dev/Pub:** Insomniac Games / SCEA

**Intro:**

- No intro, but start screen is in 3D with some animation on the main characters.
- Very simplistic top to bottom menu,
- All main options are in the in game menu

**Getting Going:**

- Game is based in worlds, and within the worlds are levels, which are pretty linear.
- Easy controls and help menu shows all the available commands.

**Fun:**

- Various enemies and challenges.
- Hidden items in almost every level.
- You need t travel back and forth between planets and sometimes even redoing a level you did previously.

**Visuals:**

- Smooth yet cartoonish animation.
- Many items on screen at once. And you can see very far.
- Style of game is very reminiscent of Jak & Daxter

**Intelligence:**

- Plenty of enemies with varied combat tactics. Mostly dependant on the weapons they carry.
- Some enemies run for cover, others charge
- Bosses are usually accompanied by other enemies, and follow a simple pattern

**Immersion:**

- World looks alive, with ships passing overhead and vegetation and other animals going about.
- Funny story and dialog.
- Not particularly hard game, so you don't get frustrated and stop playing.

**Cameras:**

- 3<sup>rd</sup> person fully rotative camera, but is hindered by world objects
- Camera doesn't rotate fast enough at times, so running in circles after a character can be a little hard.
- First person view is very useful for aiming.

**Controls:**

- Fairly standard controls for a platformer.
- Interesting customisable quick find weapon system.
- You can easily aim with weapons

**Ideas:**

- Plenty of weapons and gadgets for varied uses.
- Various different worlds/levels.

**Memory:**

- Smooth progression, though maybe a little too ease of a game.
- Good varied settings and fun weapons and gadgets.

# Twisted Metal Black

**Genre:** Vehicle Combat

**Dev/Pub:** Incog Inc/SCEA

**Intro:**

- No intro just a camera sweep through 3D scene to the opening menu.
- Top to bottom menu. Similar to a DVD when you choose an option there is a little cut-scene prior to the next menu showing.

**Getting Going:**

- Only 1 goal: destroy everyone.
- The control requires a little bit of getting used to, but after feels pretty good.
- 3 different play modes, plus multi-player.

**Fun:**

- Interactive environments.
- Varied levels with plenty of paths and hidden areas.
- Very frantic gameplay.

**Visuals:**

- Lots of particles and moving objects on screen.
- Realistic Damage to vehicle.
- Nice explosions.
- Very dark atmosphere.

**Intelligence:**

- Hard game, even at lower difficulty.
- Opponents seem to chase you more than chase each other.
- Rarely does an opponent destroy another opponent.

**Immersion:**

- Plenty of unlockables & characters for good replay value.
- 4 player multi player.

**Cameras:**

- Can split screen in 2 to see both in front and back. A mirror might have been more effective.
- Map in HUD is like a short radar. it doesn't display all the enemies on the whole map, just the immediate surroundings.
- Standard 3<sup>rd</sup> person camera.

**Controls:**

- A few configurations, but default works well.
- The game uses many buttons, which is a little un-intuitive.
- Hard to go backwards since brake doesn't do it; just right thumbstick.

**Ideas:**

- Every character has 3 movies to flesh out their stories.
- Unlockable characters.
- good twist to the destruction derby style.

**Memory:**

- One on a kind game of car destruction.
- Many unlockable characters and plenty of characters to play.

# Metal Gear Solid 3: Snake Eater

**Genre:** 3<sup>rd</sup> Person Espionage

**Dev/Pub:** Konami

**Intro:**

- No intro; start screen has some hand to hand combat animations.
- top to bottom menu, a few options plus extras (commands, story).

**Getting Going:**

- Tutorials in menu show all the available actions.
- The initial part of the story is VERY LONG with much dialog.
- when you first have to use a command it is explained in game.

**Fun:**

- Very difficult game and the learning curve is quite high. It might discourage some players.
- A lot of strategy is involved in not being detected.
- Have to hunt for food.

**Visuals:**

- Foliage movement is excellent.
- Good character modelling.
- Large textures, with much attention to detail.
- Individual shells for every shot.

**Intelligence:**

- Enemies follow a path and are sensible to sight and sound.
- Good AI, as the enemies take cover, call for back up.

**Immersion:**

- Need a lot of patience, similarly to performing these types of ops for real.
- Deep story involving known characters from the series.

**Cameras:**

- 3rd person elevated cam; not much control of it. Doesn't provide a very good view of the environment.
- You are obliged to switch to FPS view often to better see the surroundings.

**Controls:**

- Some controls are difficult to execute (hold to aim, let go to shoot, let go slowly to stop aiming).

- Pretty hard to manage crawling/crouching/walking.
- Trying to stick to a wall can be pretty hard as camera moves you need to adjust your position against wall. No fixed stick to wall button.

**Ideas:**

- Moves list should be available in pause screen.
- Prequel to stories of MGS1 and 2.
- Speaking Russian in English?? During a cut scene, someone points out that you speak impeccable Russian (but all voice over is English).
- A lot of dialog, but is skippable.
- 

**Memory:**

- The difficulty of this game is what makes it stand out.
- A few camera problems. It's difficult to see the enemy while the enemy can spot & hear you very easily.

# Burnout 2: Point of Impact

**Genre:** Racing

**Dev/Pub:** Criterion/Acclaim

**Intro:**

- No intro; static start screen.
- Menus are top to bottom within left to right selection.
- Good descriptive names.

**Getting Going:**

- Offensive driving school shows you all the basics of the games.
- Easy to understand controls. Easy to pick up and play.

**Fun:**

- Crash mode is very entertaining with unlimited replay value.
- Varied elements of play (chase, race, face off)

**Visuals:**

- Lots of cars in game at once.
- Excellent blurring effect when boosting
- Excellent damage models
- Far viewing distance with very little loss of quality.

**Intelligence:**

- No difficulty setting, but difficulty increases progressively.
- Later in the game difficulty seems to be cheating. You crash once and you lose 10+ seconds, and the opponents only crash when you are close to them.

**Immersion:**

- Plenty of unlockable vehicles.
- Extreme level of speed and excitement from racing in the street.
- Crazy crashes; you want to see them again.

**Cameras:**

- No mirrors.
- only 2 cameras- bumper and behind. Well executed.
- Replay camera has multiple cameras but you can't cycle through them.

**Controls:**

- Option to have analog or digital buttons.
- Standard Arcade style controls for racing game.

- Easy to drift.

**Ideas:**

- Non controllable replay (fast forward, rewind). It would be fun to be able to see the crashes again and again.
- Interesting scoring system for multiple elements in the race.
- No licensed cars, but there is car damage.

**Memory:**

- Great sense of speed, but FPS clock down a little when in multiplayer.
- Crash mode is too much fun.

# Winning Eleven 8

**Genre:** Sports - Soccer

**Dev/Pub:** Konami

**Intro:**

- Pre-rendered intro shows excitement of the game.
- Iconic menu based on end is beginning cycles. Following steps are top to bottom.
- Text help for menu choices.

**Getting Going:**

- Different training sessions explain the necessities of the game & even the rules.
- More entertaining training with extra situations than first.

**Fun:**

- Even training is fun, almost like mini games.
- Extreme realism
- Extremely rewarding gameplay.

**Visuals:**

- Super smooth but the game lags a little when there are too many players on the screen at once.
- Nice textures, the characters actually look like themselves.
- Goalies don't seem to slide around as much as in WEN7 in replays.
- New animation and moves.

**Intelligence:**

- Opponents as well as your team use complex tactics. Both can be offside and will tackle.
- Believable AI; bar at bottom of screen depicts current AI attitude from defensive to Attack.

**Immersion:**

- Various game modes from leagues/tournament to career modes.
- Master league is worthy of soccer management games. The sheer possibilities are amazing.
- Players gain experience and age, so they decrease in skill over the years.
- Plenty of customisation for team tactics.

**Cameras:**

- Various camera angles, and some unlockable. Weird to see cameras as unlockables.

- Default cam provides good view of the field & map as part of the hud helps you pass the ball to right player.

**Controls:**

- More moves added, easily executable.
- You can command other players to pressure the opponent.
- Buttons are responsive and commands can be pushed prior to character having the ball.
- The animation time allows for aiming and ball effects.

**Ideas:**

- No 90 minute game. max is 30min.
- 2 in game commentary voices (English or Spanish).
- Limited licensing of players and teams, but pretty much everything in a team is editable.
- Load from previous WEN.

**Memory:**

- Many new additions in gameplay from previous version make for more interesting play.
- Disappointed that I can't play a full 90min game.