

AICHEMiT



THE DRIVING-FORCE BEHIND THE MACHINE



There arent many games that are great out there in the market. The very few games that are “great” are usually determined not by the company but by the consumer, or better put the fanbase behind the game. They can either make or break a game. The fanbase is usually the driving force for many things. As the driving-force they hold alot in their grasps. the thing is that most fanbases are very toxic. with many different ideals/characteristics in one group there tend to be alot of clashes on many things. For instance, Undertale, a game well known for its amazing story is overshadowed by its horrible fanbase. The game about love and acceptance was now known for its hate and There are many elements a game can have that, while not toxic themselves, can generate a toxic fanbase. In Undertale’s case, I think it attracted nasty fringe elements due to its super fame, as well as (less upsettingly, I suppose) younger kids who sometimes struggle to understand that spoiling content can ruin someone’s enjoyment of a work of fiction.



What makes a video game good these days? There's many factors that can play into this such as graphics, difficulty, story-telling, character development, etc. It's very rare to see a game with all these elements implemented into their game. To see a game with all of it is to be considered a good/great game. One game that has a rich story-telling aspect to it is *Life Is Strange*. The game tells a story truly like no other. Starting from a perspective of a teenage girl who is moving back to her hometown and reignites a relationship with her old friend, she finds out she has the power to rewind time. With this you as the player can control almost any outcome and progression of the story (to a certain point). In my opinion a game that isn't linear and isn't afraid to let the player make their own story out of the game is a great game. You feel more invested as a player just due to the fact that you are in control. Being in control of your story is something that is being added to games a lot more recently with titles like *Detroit: Become Human*, *Oxenfree*, hell there's a whole company based on these kind of games. TellTales has influenced a new kind of genre, even though they definitely didn't perfect it, they sure paved the way for these kinds of games to flourish.



For as many good games there are in the gaming industry, theres about 5 more bad games. what charecterizes a bad game in the eyes of the consumer is graphics, direction, characters, overall gameplay. if a games gameplay isn't good then most likely the game itself isnt that far off. Games these days are almost lacking in creativity, grabbing ideas from other creatives that did workout for them and just attached those ideas on to their own game. Some games do add this type of allure to them during trailers or promo's, but ultimately, end up being a huge letdown for the consumer and a quick grabcash for the company. Like the game, The Quiet Man, it had alot of promise and was a huge thing in the community. With its new gameplay style and unique story of playing as a deaf character and cutscenes that were actually filmed instead of animated, it had promise. But like many games, its was a huge bomb. The gameplay felt very repititive. Enemies all looking too similar and overall just buggy. It's just sad due to the fact that actual people sit down and work hard on these kinds of titles and end up making a lackluster game.

Alter-ego

