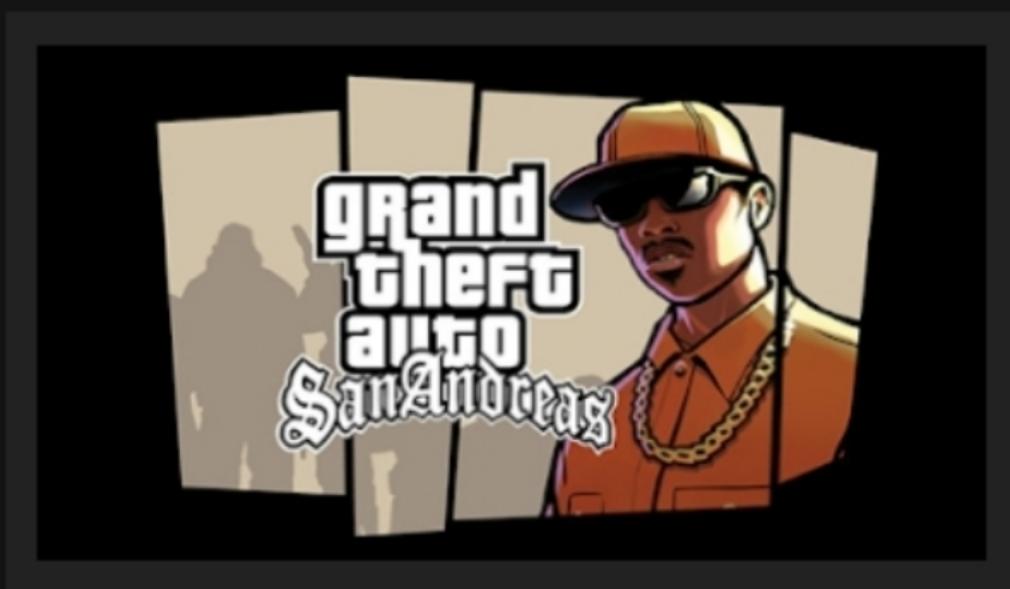


# Top 5 Fun Games You Should Play Before Dying

*Disclaimer:- The games mentioned are of my preference and games like PUBG, CS, Fortnite, COD, Battlefield, League of Legends etc. are not included since they get very competitive and could be less fun for any casual player. Again this is my opinion anyone disagreeing can leave a comment.*

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**Genre: Action-Adventure**

**Developers:- Rockstar Games**

**Publishers:- Rockstar North**

**Release Date:- 26 October, 2004**

**Platform:- Playstation 2 & 3, Mac OS X,**

**Xbox, IOS, Android, Windows, Xbox 360,**

**Review:-** You are playing as Carl Johnson aka

CJ after 5 years staying in Liberty City you

return back to your hometown of Los Santos

situated in the state of San Andreas to attend

must help your gang become the most strongest in Los Santos with the help of your brother Sweet. This is the basic story of GTA SA but the game mechanics are to say in simple words too good for its time, GTA SA is a open world game which allowed the players a height of free roam and exploration which no other game allowed at that time. The story was compelling which made the players immerse into it, and there were a lot of side-missions which prevented the players from getting bored. This game highly rewards explorations there are nearly 350 different collectibles which gave the player free weapons. Not only that but

can customize the characters hair, clothes, shoes, accessories, tattoos etc but not only that but player could customize the physical aspects of the character as well, like if you want CJ slim make him eat salads and train him in the gym, if you want CJ fat then make him eat all the junk food you want, if you want CJ buffed then you can make him so by making him practice in the gym a lot. Player can also buy properties throughout the map of the game and can enter those properties, do you like the car which you are driving? In GTA SA you can even customize your car i.e choose what rims to keep, color, hydraulics, nitro, etc. and store

## 2. Fallout New Vegas



Genre:- Action role-playing

**Publisher:- Bethesda**

**Release date:- 19 October 2010**

**Platform:- Microsoft Windows,**

**Playstation, Xbox 360.**

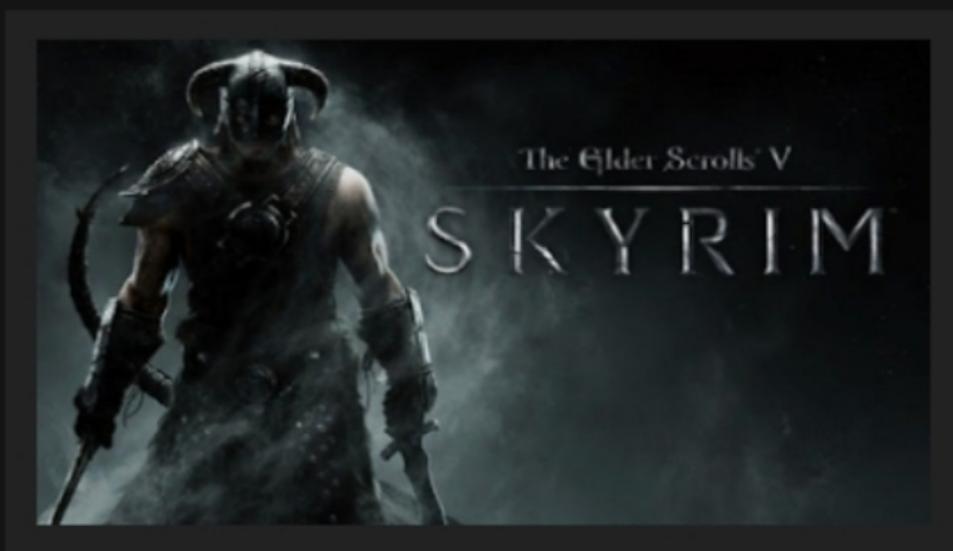
**Review:-** The story takes place in a post apocalyptic world which formed due to a nuclear world war and your character is a courier who is carrying a precious top secret parcel which is to be delivered to the city of

**Review:-** The story takes place in a post apocalyptic world which formed due to a nuclear world war and your character is a courier who is carrying a precious top secret parcel which is to be delivered to the city of New Vegas. But out of nowhere you are ambushed by a bunch of thugs lead by a well dressed man, later they capture you and take the parcel from you and open it to reveal a silver chip. The leader of that gang takes the chip and puts a bullet in your head and left you to die, but miraculously you survive as a local doctor witnessed the whole ordeal and decides to save you, this is the starting point of the

Empire. After you survive you approach the Jarl of Whiterun to warn him about the dragon attack when you learn that a dragon attacked a village and a guard tower near Whiterun not too long ago. With the assistance of soldiers of Whiterun you slay the dragon and suddenly you feel a jolt run across your veins that's when you learn that there are more of these dragons and they are being revived the the lord of dragons Alduin and you are one of the Dovahkin aka Dragonborn who are able kill the dragons by consuming their souls. Now that everyone knows the story lets move on to

Steel and many more each of them providing the player a different perspective of the wasteland. Despite such great game mechanics Fallout New Vegas is plagued by glitches due to the factor that Bethesda forced Obsidian Entertainment to complete the game in a year and half even though a game of such extent requires nearly 3 years to complete. Fallout New Vegas is a must play series for any gamer who wishes to play a fun and casual game in which each new gameplay will be a new experience.

# **3. Elder Scrolls V Skyrim**



**Genre:- Action, Role-**

**Playing**

**Developer:- Bethesda Game**

**Studios**

**Release date:- 11**

**November 2011**

**Platform:- Nintendo, Xbox,**

**Playstation, PC, Microsoft**

**Windows, Mac OS.**

**Review:-** You are captured by The Empire and are sent to execution in charge of treason even though you are innocent when death seems imminent a dragon appears out of nowhere, dragons which are seemed to have gone extinct since the Fall of the Gods and destroys the entire castle in a matter of minutes. You

Empire. After you survive you approach the Jarl of Whiterun to warn him about the dragon attack when you learn that a dragon attacked a village and a guard tower near Whiterun not too long ago. With the assistance of soldiers of Whiterun you slay the dragon and suddenly you feel a jolt run across your veins that's when you learn that there are more of these dragons and they are being revived the the lord of dragons Alduin and you are one of the Dovahkin aka Dragonborn who are able kill the dragons by consuming their souls. Now that everyone knows the story lets move on to

character customization to the player you can even choose the species of the character which effects the play style a lot for eg. Nords are especially strong warriors but lack intelligence and magic proficiency whilst the Elves are fairly strong at magic and adept at learning new skills and knowledge there endurance and stamina are very low, this way the species of the character can effect the gameplay of the player. Its game mechanics are similar to that of Fallout New Vegas with extensive improvements and with even more ways to complete a quest. This game is a bigger, better fantasy version of New Vegas but its still a

especially strong warriors but lack intelligence and magic proficiency whilst the Elves are fairly strong at magic and adept at learning new skills and knowledge there endurance and stamina are very low, this way the species of the character can effect the gameplay of the player. Its game mechanics are similar to that of Fallout New Vegas with extensive improvements and with even more ways to complete a quest. This game is a bigger, better fantasy version of New Vegas but its still a game which could get you excited to play it.

## 4. DOOM

2016



Genre:- Action, FPS

Developer:- Id Softwares

**Publisher:- Bethesda Game Studios**

**Release Date:- 13 May, 2016**

**Platform:- Nintendo, Playstation, Xbox,  
PC.**

**Review:-** The story takes place on Mars, where you wake up in a room filled with demons and gore chained to a sarcophagus and you must fight your way out of it only to find out there is an entire army of demons to slay and you are a

**Review:-** The story takes place on Mars, where you wake up in a room filled with demons and gore chained to a sarcophagus and you must fight your way out of it only to find out there is an entire army of demons to slay and you are a being called 'Doom Slayer' who is feared by the demons themselves. The story of the game is like any of your basic sci-fi cliché where humans try to harness a mysterious power and end up badly, basically the story of this game is downplayed so that the gameplay is upgraded. The original DOOM gave birth to FPS genre and revolutionized the gaming industry and just like

The original DOOM gave birth to FPS genre and revolutionized the gaming industry and just like its predecessor DOOM 2016 also revolutionized fps games as we know them by removing the reload function, removing in-game micro transactions, removing sprinting and promoting exploration of game without making the game any less boring. The soundtrack of this game is epic as well as the music director of the game created a completely new genre of rock for this game which was called 'Flesh and Metal'. This game also provides various play modes such as arcade mode, classic DOOM levels, snapmaps which allows players to make their

own custom game levels. The gameplay of this game is based on the notion of 'Float like a butterfly, sting like a bee' by giving high priority to mobility while giving the player weapons that pack one hell of a punch, the game provides the player with weapons such as laser pistol(has infinite ammo), combat shotgun, super shotgun(stronger version of combat shotgun), rocket launcher, heavy machinegun, chaingun, plasma rifle, gauss canon, chainsaw and BFG. DOOM has a deeper level of difficulty you simply not going willy-nilly on your opponents you have to priorities which enemy to kill first and apply a different tactics and weapons for

simply not going willy-nilly on your opponents you have to priorities which enemy to kill first and apply a different tactics and weapons for every opponent for example IMPS are basically cannon fodder and don't do much harm but they come in packs which makes them lethal which makes weapons like shotgun and super shotgun very effective whereas Cacodemons are flying balls throwing fireballs due to which weapon like a shotgun is useless against them but they can be easily be dealt with a gauss canon or a rocket launcher. The tactics of defeating every enemy is different and their attack patterns are unique in their own ways.

~~weapon like a shotgun is useless against them~~

but they can be easily be dealt with a gauss canon or a rocket launcher. The tactics of defeating every enemy is different and their attack patterns are unique in their own ways.

What impressed me about this game is that how smooth it works and its fluent as stream usage of quick time events which the developers dubbed as 'Glory Kills' which allows the player to mutilate any demon which is glowing orange due to being staggered, that means you are not just shooting demons you are tearing them apart literally and figuratively.

Basically DOOM is just like any other AAA fps

~~shooter on the surface but when you play it you~~

developers dubbed as 'Glory Kills' which allows the player to mutilate any demon which is glowing orange due to being staggered, that means you are not just shooting demons you are tearing them apart literally and figuratively.

Basically DOOM is just like any other AAA fps shooter on the surface but when you play it you realize that it is like a perfectly and carefully choreographed ballad of death where player must take decisions in split seconds while a awesome soundtrack is being played.

## **5. Minectaft**



**Genre:- Sandbox,  
survival**

**Developer:- Mojang**

**Publishers:- Mojang, Microsoft  
Studios, Sony**

**Interactive Studios**

**Xbox, Android, IOS,**

**PC, Wii U**

**Review:-** Minecraft is without a doubt hands down one of the most widespread game in the world if not the most, its success is comparable to games like HALO, Duke Nukem, COD, DOOM, Wolfenstein, GTA series, Super Mario series and Sonic the Hedgehog which are the most influential and successful games of there times and the reasons behind it is very simple which is known to all game developers yet achieved by few. Unlike any of the game created these days which have complex and

simple which is known to all game developers yet achieved by few. Unlike any of the game created these days which have complex and deep story, compelling characters and their backstories Minecraft has none of it comparing Minecraft with other games is like comparing a portrait painting which you can admire with a empty, blank canvas on which you can draw anything, in fact the complete lack of any plot makes this game great because there's the nothing the player has to do while the player can do anything he wants to do. Going back to the properties that makes a great game which

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nothing the player has to do while the player can do anything he wants to do. Going back to the properties that makes a great game which are:- Simple, Player-friendly and Fun, and Minecraft aces in these three properties. Minecraft allows the player the greatest height of freedom and exploration with an infinite world with various biomes, realms such as Nether and End, in this game player can get a taste of its survival aspect by choosing the survival mode or get creative with creative mode which allows player to create anything they wish to create. You can play on different server realms with your friends or invite them in

server realms with your friends or invite them in yours, you can make anything with your friends. The gameplay is very simple without any complicated instructions and doesn't have any pay-to-win mechanics which makes it a fair game to all players, while the game does have purchasable contents(fyi. most of them are made by Minecraft community players) player is not obligated to buy them and can enjoy the game without buying any extra DLCs. In short Minecraft could be said that 'It's a game by the people, for the people'.