Titanfall Beta Review: Good but still missing ‘it’.

Titanfall has been one of the most hyped Xbox one games for some time now and going by the looks of the beta version, It certainly lives up to some of that hype although it leaves a lot to be desired. Titanfall is your typical futuristic FPS (first person shooter) game filled with spaceships, explosions, and giant robots with some similarities to PS4’s *Killzone Shadow Fall.*

If there is one thing about the game that really stands out. It has to be the graphics. Respawn Entertainment, the developers, made sure Titanfall is one very visually immersive video game. It might not be the most visually impressive game out there, and there is usually a lot going around you during the game. This is a beta version and a lot of things are obviously missing, but after playing the beta version for some time you should get an idea of what the final release will look like in all aspects.

The look

In spite of this being a beta version, the quality of the graphics is pretty good and the game is very beautiful. There are some things that need to be worked on before the final version is released including the useless cloaking devices; it beats logic to have a cloaking device where you can still quite easily spot a clocked device. They should make a cloaked device harder to notice. You only have two maps on this version, but there will be a rumored 14 maps on the final version. The game is still plagued by the same problem that most FPS game face – redundancy. I really hope they make the maps distinctively different from each other, because over time the gameplay seems very repetitive in the beta version.

Gameplay

In the beta version there is no game narrative, obviously the official release will have one, but in this case you are stuck with the map descriptions that appear on-screen when the game is loading. You have three gameplay options to pick from including RIFLEMAN, CQB, and ASSASSIN. All of the three basepilot Loadouts have individually unique set of weapons and abilities. You also have to select a pilot and a titan. Each titan has specific features and weapons – meaning the ordnances and tactical abilities will be different. Each Titan has a different ‘kit’- the kit has items e.g. Auto Eject for the pilot, which will affect how the titan survives.

The game begins with a drop off, and you have to move around the ‘battlescape’ searching for enemies to engage with. You fight the enemy through a combination gear switches, turns, and jumps. Additionally, you don’t just fight other opposing players; you also have bots to deal with. The game is very diverse, involving and every fan of FPS games will certainly fall in love with Titanfall.

There are numerous controls involved used in the game, and I mean numerous. You have to remember a lot of controls especially when you are transitioning between the Titan and the pilot. I was surprised at how quickly you can learn the controls; the learning curve is not really that steep. Within a few minutes of gameplay you should be a pro at pulling off all sorts of moves in the game.

Conclusion

Overall I would rate the game at 8/10. I fell in love with the seamless transitions throughout the game, especially the transition between mech play and pilots. The game has smooth controls, and you will certainly make full use of your Xbox one’s controller. In spite of this being a beta version, throughout the gameplay you will certainly feel as if there is something missing – something that is bound to give the game a perfect rating. I think the developers have to do something about the gameplay modes offered and they should make the game a bit more difficult to play yet easier to navigate.

Personally, I can’t wait for the March 11th release of the official Titanfall since I am a very big fan of FPS games. What about you? What do you think about the game’s beta version? And what changes would you like to see implemented in the final release? Would you be willing to spend $60 on Titanfall?