

Game Review # 5

CS1010

Name: Jesus Otteson

Game Title: Metro Exodus

Price: \$49.99

Genre: First Person Survival

ESRB: Mature

Rating: 82%

Rating Source: Metacritic

Platform: PC (Steam)

Metro Exodus was a game that was on sale on steam recently, I decided to download this game and give it a go.

What story is the game trying to tell?

This game continues the story from the previous two games which revolves around the protagonist Artyum, a 26 year-old Russian elite soldier living in the metros under Russia after a nuclear strike made the surface of Moscow uninhabitable.

Did you like playing the game? Why or why not?

I enjoyed the game a lot. It is really well written and the story goes along with the gameplay almost seamlessly. The gunplay is really smooth and the situations you are put in within each chapter makes the game super addicting to play.

Rate the artistic and creativity for the game? Justification?

The game has a really great artistic direction. There is a lot of thought that went into the environments, the mutated animals, the rust covered vehicles, and the characters you interact with. The game's environment really shows off the post apocalyptic theme really well.

What would make this game better?

I think the chapter based system could have been ditched for a more streamline fluid story. Besides that, the game was pretty solid.

What games influenced this game or has been influenced by it?

Other games that have influenced Metro obvious include wastelander and the original fallout games. But most of the inspirations and writing came from the original book this game is based off of, Metro 2035.

Describe the game controls (and review them):

The controls for this game were your standard AWSDF key controls with the mouse controlling the direction of vision. The only criticism I would have for the controls could probably revolve

around the stretch I would need to make to open my inventory with “I” or check my map with “M”, however I quickly reassigned those keys after about 10 minutes of gameplay.

What makes the game fair?

The game makes sure resources are extremely limited, you need to make sure every bullet you shoot counts. The game also makes you heavily rely on stealth so as to conserve your resources.

What makes this game different from others.

This game is based on a chapter system, which to me feels a bit out dated, but it works great in the context of the source material for the game. Since the game comes from a book, every chapter has an introduction, a journey, a climax, and an ending that will lead into the next chapter. Its almost as if you are play many smaller games within this one game.

In your opinion are there any societal effects that could occur from playing this game (good/bad)?

Not really. This game dives into a story that is entertaining to play through but doesn't add anything incredibly revolutionary in its story to cause societal effects.