Viva Piñata : Trouble in Paradise

Viva Piñata : Trouble in Paradise is a 2008 simulation video game in the Viva Piñata series for the Xbox 360 . Developed by Rare and published by Microsoft Studios , the game builds atop its predecessor , in which the player tends a garden and the piñata creatures that come to live there . New features to the series include a cooperative multiplayer mode , a new plot , additional types of piñata creatures , Xbox Live Vision Camera support , and two new areas for capturing piñatas .

Microsoft considered Viva Piñata a success and the sequel 's development team sought to make a more definitive version of the original . The team re @-@ used many of the development infrastructure set up for its predecessor and exhausted their gameplay ideas for the piñata gardening concept . The game released to generally favorable reviews in September 2008 . Critics considered the game more accessible to newcomers and a worthwhile improvement on the original , but altogether closer to an expansion than a unique sequel . Reviewers praised its game design tweaks but were mixed on its multiplayer modes and camera integration . Critics were mixed on whether the sequel would attract new players to the franchise . Trouble in Paradise was later included in the developer 's 2015 Xbox One retrospective compilation , Rare Replay .

Gameplay

Apart from a few new features , Trouble in Paradise is nearly identical to its predecessor , the 2006 Viva Piñata , in gameplay : The player acts as a gardener whose land is visited by piñata creatures . The creatures are stylized like piñatas but have the qualities of animals . Creature types include ladybugs , crabs , geckos , gorillas , and vultures , among others . The player plants seeds , tends to plants , and digs ponds within the garden 's boundaries . New types of piñata creatures visit and eventually come to reside in the garden when certain prerequisites are met . For instance , a piñata might be attracted to a garden with a specific plant , type of piñata , or amount of soil . The player uses an in @-@ game encyclopedia to learn each piñata type 's preferences , which grow in complexity : advanced creatures require more transformative changes to the garden or many other piñatas to eat . When multiple piñatas are satisfied , the player can " romance " two to make a baby piñata . The player continues to cultivate the garden and the piñata creatures to grow in experience level and unlock upgrades in garden size and gardening tools . An in @-@ game store sells seeds , items , and upgrades . Both games are rendered in the same engine and their supporting casts are the same . The first game 's online piñata gifting feature returns in Trouble in Paradise .

Atop the previous formula is a new plot , a cooperative multiplayer mode , Xbox Live Vision Camera support , 32 new types of piñata creatures , and two separate areas to trap piñatas . These latter areas ? the Dessert Desert and Piñarctic ? let the player set traps for wandering piñatas to bait , capture , and return to the garden . At a later player experience level , the player can add sand and ice to their main garden for the piñatas . In the new plot , the player must repopulate a database of piñata information that has been maliciously erased . Trouble in Paradise includes new challenges in which the player finds and indulges a specific piñata with actions it likes such that the piñata can be sent happily to a party somewhere around the world . The game also adds fashion show and side @-@ scrolling racing minigames . A new " Trick Stick " lets players teach piñatas to perform new tricks . Up to four players can join together on Xbox Live to garden in the same plot . The plot 's owner can set restrictions on what other players can access . Up to two players can join together locally on the same Xbox 360 . The game 's additional " Just for Fun " mode is designed for younger children by eliminating monetary restrictions , evil piñatas , and ruffian characters that might otherwise frustrate the player . These malicious " sour " piñatas , who try to poison the other piñatas , can be tamed to peaceably join the player 's garden . Players can use the Xbox Live Vision Camera to scan collectible cards and unlock piñatas and items . New controls were added to streamline the player 's interface interactions , and a leaderboard added for players to compare their progress .

Development

As Rare released the original Viva Piñata for the Xbox 360 in 2006 , its development team saw it as incomplete . The developers had cut partial ideas from the release to meet their deadlines . Rare 's Gregg Mayles said that the game sold well and steadily on par with their expectations and Xbox 's Phil Spencer added that the game was considered a success inside the company . The team incorporated player feedback and worked towards a " more definitive version " of the original . Mayles left the team to work on Banjo @-@ Kazooie : Nuts & Bolts and Justin Cook became the team 's lead designer . The sequel was built atop the original and the developers re @-@ used many of the tools from the original game 's development . In both the sequel and the original , the development team volunteered to record the sounds used for the piñatas . One of the team 's new ideas was " Piñata Vision " , a feature that detects printed cards via the Xbox camera to change the in @-@ game environment (e.g. , adding piñatas or altering the weather) . Near the time of the sequel 's release , Rare 's Mayles figured that the team would likely not have enough new gameplay ideas to warrant a sequel to Trouble in Paradise , though Cook said that he would work on the game 's shop interface had he more time . Trouble in Paradise released in early September 2008 . The two Viva Piñata console games were later re @-@ released in the 2015 compilation of Rare games , Rare Replay , but the server that handled their piñata sharing features had been shut down by that time .

= = Reception = =

The game received " generally favorable " reviews , according to video game review aggregator Metacritic . Critics had found its predecessor surprisingly engaging , and thought that Trouble in Paradise 's additions made it the definitive Viva Piñata release . Critics agreed that the changes made the game friendlier for new players and children . They appreciated the new game 's improvements , but some were disappointed that the base game was essentially unchanged . Reviewers considered Trouble in Paradise to be an expansion of the original game rather than a unique sequel .

Critics praised Trouble in Paradise 's new features . Mc Shea (GameSpot) thought that the sequel 's in @-@ game challenges resolved the core issue of the original game ? the lack of motivation to continue breeding new species , whereas the challenges direct players to collect new species . He appreciated the two new trap areas for adding to the game 's variety of characters , though he did not find the actual laying of traps and transport of piñatas interesting . Geddes (IGN) thought that it felt wrong but oddly satisfying to put piñatas in captivity . He considered the trap areas a good idea but unwelcome as another obstacle in the animal acquisition process . Geddes praised Trouble in Paradise 's cooperative features , but found local cooperative to lose most of the benefits of efficient multitasking . Mc Shea (GameSpot) on the other hand felt that it was strange to be on either side of the cooperative gardening experience , which lacks the game 's creative element when the visitor is directed by the garden 's owner . Bramwell (Eurogamer) saw a lack of depth in the online gameplay , both in feelings of connections with others and in how online matchmaking became a brief " show and tell " of a garden instead of a cross @-@ exchange like in Animal Crossing or Spore . Reviewers agreed that cooperative was useful for introducing new players to the game .

Reviewers considered some of the smaller additions useful and others gimmicky . Critics appreciated the release 's time @-@ saving interface tweaks and overall pacing , but thought , for instance , that the vision camera integration added little to the game . While Electronic Gaming Monthly had wanted more development of the story , Mc Shea (GameSpot) was grateful that the story remained in the background of the game . While Electronic Gaming Monthly wrote that loading times had been improved , Geddes (IGN) considered them " frustratingly long " . Considering the previous game 's slow start , Tom Bramwell (Eurogamer) thought that Trouble in Paradise did a better job of introducing the player to the world by pre @-@ loading player gardens with animals , plants , and decorations , and offering a tutorial . He wondered whether the game went too far , from too slow to hyperactive .

Reviewers praised Trouble in Paradise 's bright visuals and cute characters . Mc Shea (GameSpot

) was impressed by the game 's visuals and wrote that players would continue playing the game if only to unlock nuanced , animated video of piñatas acting cute during major life milestones . Mc Shea recalled the human helper characters as an exception , who were off @-@ putting with creepy masks and " offensive " voice acting . IGN praised the game 's surround sound but not its soundtrack 's composition , and Mc Shea (GameSpot) considered the voice acting harsh against the game 's otherwise tranquil mood .

 Mc Shea (GameSpot) called Trouble in Paradise " a safe sequel to a great game " . Ultimately , Geddes (IGN) wrote that an expansion pack on the original game would have served the same function . Even with Trouble in Paradise 's upgraded controls , Bramwell (Eurogamer) preferred the precision of the Nintendo DS version 's stylus or of a computer mouse , and thought the game could be further simplified . However , he saw the new release as a more polished opportunity to attract an audience that was not originally convinced by the reception of the first game . Electronic Gaming Monthly said that players that hated the original game would not be swayed by the sequel . GameSpot 's 2008 year in review staff nominated Trouble in Paradise as the " Best Game No One Played " , which it did not win .