CGD
MONTHLY

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XBOX SERIES X PLAYSTATION 5

TROUBLED PREORDERS, TROUBLED LAUNCH.

It should also be noted that some "reported cases" might be faked as well, similar to the "vaping" incident where a user had shown smoke blowing out of his Xbox Series X, going viral for quite a period of time before revealing it was just vape smoke. It led to Xbox twitter issuing an official statement telling people not to vape into the console - or else risk harming the hardware. These viral posts, while funny, made it difficult for support staffs and prospective buyers to know what issues the consoles actually have, or it was faked for fun.

That was the experience of many lucky souls who managed to get past the great hurdle of ordering the new consoles, just to learn they "might" not be able to enjoy it as much.

The Verge reported Sony disabled the PS5's NVMe expansion slot at launch, reserving it for a future update, meaning customers will have to make do with a meager 825GB (approximately 600GB usable) storage with no options to increase it. Moreover, both the PS5 and the Xbox Series are seeing major crashes and instability, some leading to unplayable games, or even bricking the console in some reported cases.

BETHESDA ANNOUNCES NEW DETAILS ABOUT IT'S UPCOMING NEW ORIGINAL RPG, STARFIELD

Since the game's original announcement in 2018, fans have been eager to hear new information about the game and its anticipated release date. Starfield is an upcoming RPG sci-fi game developed by Bethesda Game Studios for the new generation consoles and PC platforms. It is the studio's first original RPG in 25 years with others being Fallout and The Elder Scrolls, two beloved franchises with an established lore and fanbase. So far, there are three topics discussed about Starfield: its release date, gameplay and setting.

Although the release date is unknown, it is believed the game is expected to launch in 2021. In 2018, Todd Howard stated in Bethesda's E3 Conference: "Starfield is a game we have spent years thinking about and working on". This gives no details about the current development stage of the game, but in 2019, he also stated that "Starfield is playable, The Elder Scrolls 6 not in that way yet". If new pieces of information are being announced at a faster pace, it is possible the release date is closer than expected.

Todd Howard toured Elon Musk's SpaceX company for research and inspiration. He said "Traveling in space in our game, I want to say it's like flight in the 40's, like it's dangerous [...] It's still dangerous to go and explore even though lots of people do it". From what we can tell, space travel in the game will not follow the classic Star Wars and Star Trek style, where travelling is deemed safe and instant. It looks like travelling in space here will resemble something more realistic, something more scary and thoughtful.

Moreover, three images were leaked showing the possible starships and player view of the game. The assets' quality resembles a similar look to Fallout 4, possibly hinting that Starfield may be using the same game engine or the assets are clearly still in the development phase.

From what we could see from the trailer, the atmosphere seems deserted and dangerous. A lonely space station or satellite is shown next to a possibly deserted planet. Then, a wrap effect is shown, possibly being a black hole or a hyperspace jump of a ship, distorting the view of the already seen objects. Combining this with the leaked images, we can assume travelling in space will not be a simple press of a button, like most space games. It will be a more difficult and eventful process. Everything will be moving so slow and resemble something closer to reality. Ambience seems to be the main description of the game's image.

# SQUARE ENIX'S
5 BILLION JPY LESSON

According to their most recent financial report, Square Enix reported the company had lost approximately JP¥5 billion, despite having a successful launch of FFVI Remake in Q1. This loss had been attributed to Crystal Dynamics-developed Marvel's Avengers. According to David Gibson from Astris Advisory, a market analysis firm, Square Enix had spent approximately US$170 million to US$190 millions to make and market the game, while only receiving US$3 million in sales revenue. The JP¥5 billion loss happened despite a significant gain of "nearly doubled" operating income due to FFXIV and DQX subscriber activities, Square Enix experienced such an operating loss as the unsatisfactory sales of Marvel's Avengers unable to offset its high costs.

Considering how Marvel's Avengers game saw many controversies even during its reveal and preorder phases, with gamers complaining about its game-as-a-service monetization scheme, confusing exclusives with Spiderman being only available on PlayStation platforms, further exclusive skins tailored to Verizon, Virgin Media and Intel, and unnecessary collaboration with 5 Gum.

The game launched to mediocre reviews, with critics and fans disliking its lackluster story and combat, cosmetics being locked behind microtransactions, no end-game content, buggy multiplayer mode... with the worst offender being terrible enemy variety as well as villains variety. Despite being a "Marvel's" game, there were barely any characters from the Marvel universe in this game aside from the ones revealed in the trailer. Yet, datamine of the game revealed 15 unannounced DLC characters, hinting toward a rushed release by Crystal Dynamics.

In the words of Miyamoto Shigeru, a delayed game is eventually good, but a rushed game is forever bad. In the mind of consumers, Marvel's Avengers had become the later, being branded forever bad in consumers' mind. However, there had been few success stories for games that'd seen success years past its launch - No Man's Sky, Rainbow 6 Siege, Among Us... Will Marvel's Avengers be able to do the same, or would Square Enix shut the game down before that could happen? Only time will tell.
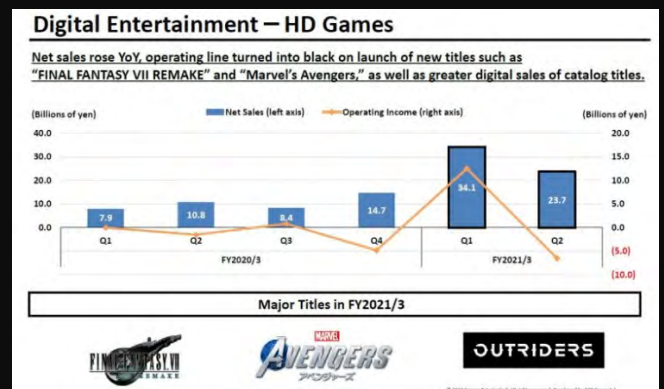
IS SHUTTING DOWN

Unity Connect is a free-to-use platform made by Unity Technologies, where talented developers can find opportunities in the industry. By connecting with recruiters and members across the world, users can jumpstart their career by collaborating in on-going projects for all disciplines of the entertainment industry. Although this has been a useful platform for numerous members across the world, the company decided to shut it down on February 4, 2021. The company states "Unity Connect, our dedicated talent and sharing marketplace, will shit down. We're proud of the community that rallied around Connect and we are inspired by the great sharing and discovery that came from it."

The company also stated how their platform amassed a loyal following, but its usage has slowly been declining over the years. It is a heartbreaking moment to see a useful tool like this become forgotten and unused after providing plenty of opportunities in such a competitive field. On the other side, many users were concerned with Unity Connect from the beginning. The job posting forum in a chat format was not intuitive for many users. Moreover, the quality of the jobs provided by employers had little or no pay with other questioning requirements. Overall, it was a great tool for beginners to jumpstart their career. But for every door closing, another one opens. And the company is aware of it.

AMONG US CONTENT PATCH

Innersloth, Among Us's developers, had released a small patch and small roadmap for the game's future contents. The game had been patched to include the much-requested Anonymous Voting option, different Task Bar Modes to either hide progresses until meetings, or to hide the Task Bar entirely. In the near future, Innersloth are looking to implement accounts to allow the implementation of a report system against toxic players or cheaters, alongside colorblind supports, additional translations/localizations, and a new Henry Stickmin themed map.

SpellForce 3: Fallen God
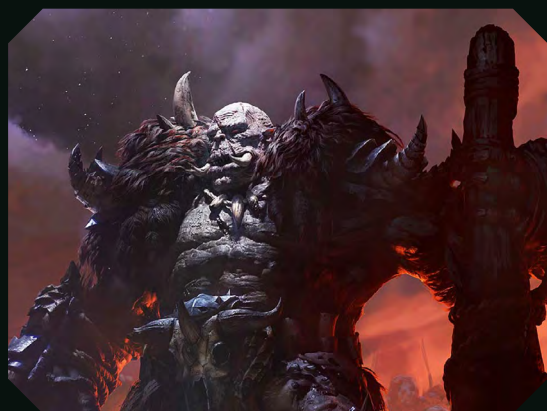
Command the Trolls and lead them on an epic journey across the wild continent of Urgath. As Chieftain of the Moonkin, a tribe driven from its home by tusk hunters and disease, their survival is in your hands.

Need For Speed Hot Pursuit
Remastered

Feel the thrill of the chase and the rush of escape behind the wheels of the world's hottest high-performance cars in Need for Speed™ Hot Pursuit Remastered– a heart-pumping, socially competitive racing experience.

AC Valhalla

Become Eivor, a mighty Viking raider and lead your clan from the harsh shores of Norway to a new home amid the lush farmlands of ninth-century England. Explore a beautiful, mysterious open world, build your clan's new settlement, and forge alliances to earn a place in Valhalla. Beneath the chaos lies a rich and untamed land waiting for a new conqueror.

Will it be you?

Observer: System Redux

The year is 2084. In a dark cyberpunk world shattered by plagues and wars, become a neural police detective and hack into the jagged minds of others. Make use of anything they felt, thought, or remembered to solve the case and catch the elusive killer.

Yakuza Like A Dragon

Become Ichiban Kasuga, a low-ranking yakuza grunt left on the brink of death by the man he trusted most. Take up your legendary bat and get ready to crack some underworld skulls in dynamic RPG combat set against the backdrop of modern-day Japan.

Demon's Souls
Remastered

In his quest for power, the 12th King of Boletaria, King Allant channelled the ancient Soul Arts, awakening a demon from the dawn of time itself, The Old One and unleashing nightmarish creatures that hungered for human souls. As a lone warrior who has braved the baneful fog, you must face the hardest of challenges to send The Old One back to its slumber.

Spider Man Miles Morales

The latest adventure in the Spider-Man universe will build on and expand 'Marvel's Spider-Man' through an all-new story. Players will experience the rise of Miles Morales as he masters new powers to become his own Spider-Man.

Black Ops Cold War

As elite operatives, you will follow the trail of a shadowy figure named Perseus who is on a mission to destabilize the global balance of power and change the course of history. Descend into the dark center of this global conspiracy alongside a new cast of operatives attempting to stop a plot decades in the making.

Hyrule Warriors: Age of Calamity
Switch

Join the struggle that brought Hyrule to its knees. Learn more about Zelda, the four Champions, the King of Hyrule and more through dramatic cutscenes as they try to save the kingdom from Calamity. The Hyrule Warriors: Age of Calamity game is the only way to see firsthand what happened 100 years ago.

See you in two weeks?

Community games

Using the October Meek jam's (Monthly week jam) theme "Legacy", Zack has made a cute and simple game using a java engine that he made himself a while back that he wanted to revive once again!

SVG Defender

Made by: Zack (Zalinius#3526)

"SVG Defender is a simple physics evasion game, where the player controls a little polygon pal. The object of the game is to avoid different kinds of projectiles and avoid losing the polygon's protective edges, over a few levels. The game has a simplistic style and contains no assets. Instead graphics are generated at run time, which allows physics to be used in the animation of the main character. It runs using a simple engine built on top of the old Java AWT library, and as a result will run on nearly any system." -Zack

This game takes inspiration from classical "Bullet hell" styled games. However, unlike this genre, your movement is very slow and it is hard to maneuver around the incoming treats. This was surely done to mimic the sensation of being a bouncy and squishy little guy, which Zack has successfully done. The reduced maneuverability also makes the game more challenging and fun because it adds an extra level of adrenaline. One of the most astonishing things about this game is that Zach made all of this from scratch! This alone is something to be proud of and we can only thank him for making this little game with it!

Wave

Mady by: Nat Torre (mortis natus#5626)

"This game was heavily inspired by the song of the same name by the Patti Smith Group - https://www.youtube.com/watch?v=SX-8rW34A-Uk (if you look at the lyrics and then look at the convo in-game there are very deliberate similarities). I wanted to explore the idea of attachment, but in a way that feels somewhat wrong and disturbing. Smith's POV character seemed as though she were talking to someone she barely knew, but was still very attached to, for some reason. I decided to interpret this as somebody who gained an unhealthy (and unreciprocated) attachment to a stranger after they waved at her, hence the direction I took with this story. If it wasn't clear what happens by the end, the player character, now rejected by the subject of their affections, continues to stalk them from afar, unable to let go of their misguided attachment.

The song was abstract and poetic in its meaning so I tried to do something similar with this vignette, utilizing a slow fps, a slow pace, and very sketchy, abstracted visuals. The music is calm, soft and utilizes piano to convey this feeling further. Early on I debated whether I should make the player the stalker or the one who is stalked, and decided to go with the latter because I figured that making the player into someone who stalks somebody is less common." -Nat

Social Distancing

Mady by: Tiffany Chenn (UsagiTiff#0119), Hao Nguyen (Alien Turnip#6777)

"Social Distancing is a play on the concept of Social Distancing that is currently relevant to the quarantine life amidst the global Covid19 pandemic. In our case, "Social Distancing " points to the idea of a family living in their own bubbles and doing their own individual activities despite living together in the same home. It is up to the player to find elements within the scene to break these isolated bubbles and reconnect back the family to one another.

This vignette aims to create a meaningful, comforting and heartwarming experience with its integrated personal narratives accompanied by charming and cozy progressive soundtracks. Can you bring about cheering and tender moments to the family? And what small stories will you unfold?" -Hao and Tiffany
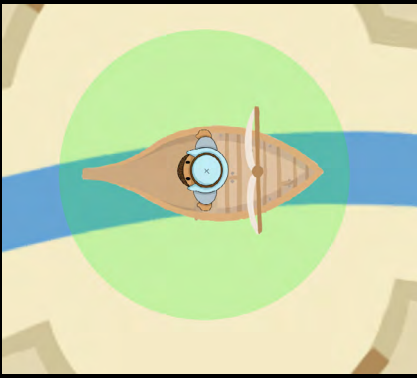
The Day of the Flood

Made by: Rose Dufresne (Rose#4270)

"For the second game going off the the of The Epic of Gilgamesh, I was inspired by this passage:
"I [Utnapishtim] loaded into [the boat] all that I had of gold and of living things, my family, my kin, the beast of the field both wild and tame, and all the craftsmen. I sent them on board, for the time that Shamash had ordained was already fulfilled when he said, 'In the evening, when the rider of the storm sends down the destroying rain, enter the boat and batten her down.' "

The components of my game are fairly straight forward, but how was I supposed to simulate the sense of leadership Utnapishtim was undoubtedly feeling in this situation? [...] At first I wanted to have the villagers follow him much like in the game Pikmin, that is, in a close proximity group. However, I quickly found that this didn't exhibit enough the difficulty of managing many entities. This is because in a situation like his, you wouldn't have the luxury of seeing each and everyone of your follower's behavior and situation. This is why I decided to take inspiration from the classic game "Snake" instead. By having a trail of followers instead of a group, the player loses their sense of control over their followers because the longer the trail becomes, the harder it is to see the full situation.

I also took inspiration from the game "The Last Guy" by having the map of the game as a city. I decided to do this because there were many parallels between this game and the passage I chose and I thought it would be quite unique to see the level change in real-time as the flood starts closing in." -Rose

Departure

Made By: William L''Eriger (Lancer#7962)

"Departure is a short game built to emulate the "lovecraftian cycle" of cosmic horror. This cycle includes the initial daily routine, noticing that something is not quite right, curiosity getting the better of you and then getting pulled past the point of no return — the event horizon where your understanding of the world is forever changed. To accomplish this, I created departure to be a fusion of choice-based narratives and typing games. [...]

While framing the game under the "lovecraftian cycle", I also wanted to explore and illustrate some other ideas alongside the overarching theme. The first theme that I wanted to explore is the juxtaposition between two objects in the scene to create a sense of discomfort and "wrongness". I tried implementing this in almost all of my scenes, whether it be through juxtaposing drawn foreground elements to photographed backgrounds or by superimposing still elements on backgrounds that are in constant motion. [...] Another aspect of the game that I wanted to bring to attention was the looping and endless-ness of some of the scenes, which I had hoped would bring the theme of "futility" that is always present in cosmic horror. Such stories always begin with a certain character that has their own problems, but they all eventually realize that they are nothing but a spec of dust in the grand scheme of things, powerless the flow of the universe. This ties in directly with the last sub-theme I wanted to explore: the event horizon. [...] You lose the ability to back out at certain points and you are put at the mercy of the game's flow." -William

The Valley of Balance

Made by: Alexandra Melançon

"The general idea [of this game] originates from the known meme of the triangle of student life. As such, the game is a metaphorical representation of the impossibility of finding balance in one's life through social life, work and personal care. As such, the player plays in a colorful yet strange valley in a desert in the search to find balance in his(her/its) life. Adorned with a Mount Rushmore aesthetic, the statues help as a reminder of the three spheres composing our human life.

In order to convey this representation, I decided to go with a visual adventure / puzzle type of game where everything that happens has a meaning. To render the adventure type, I emphasized on the level design and its size. For the puzzle part, I opted for using more subtle signs with statues. Those statues have been decorticated by the three categories via colors as clues: reddish for social life, brownish for work and greyish for personal care. To convey the impossibility of juggling with the three spheres, I placed three paths that combined all of them. Thus, [increased darkening, tilt and reduced movement speed] conveys difficulty and loss of sanity, while only giving the opportunity to redo it all again to be sane again – like in real life when you struggle. On the other side, when a good path [...] is chosen, one of three endings is triggered while also having only movement speed loss to represent the small struggle that is coping with multiple things [...]." -Alexandra
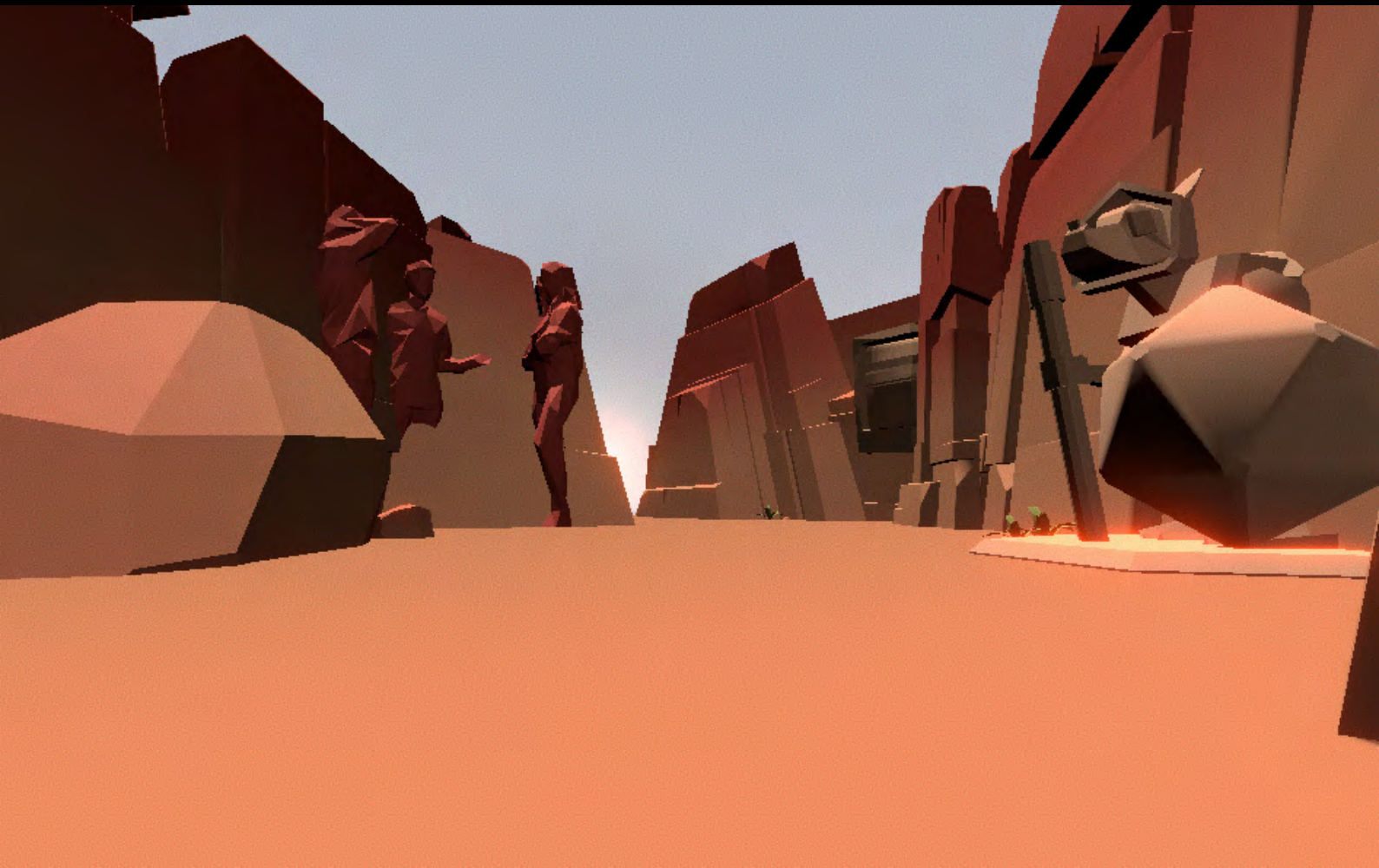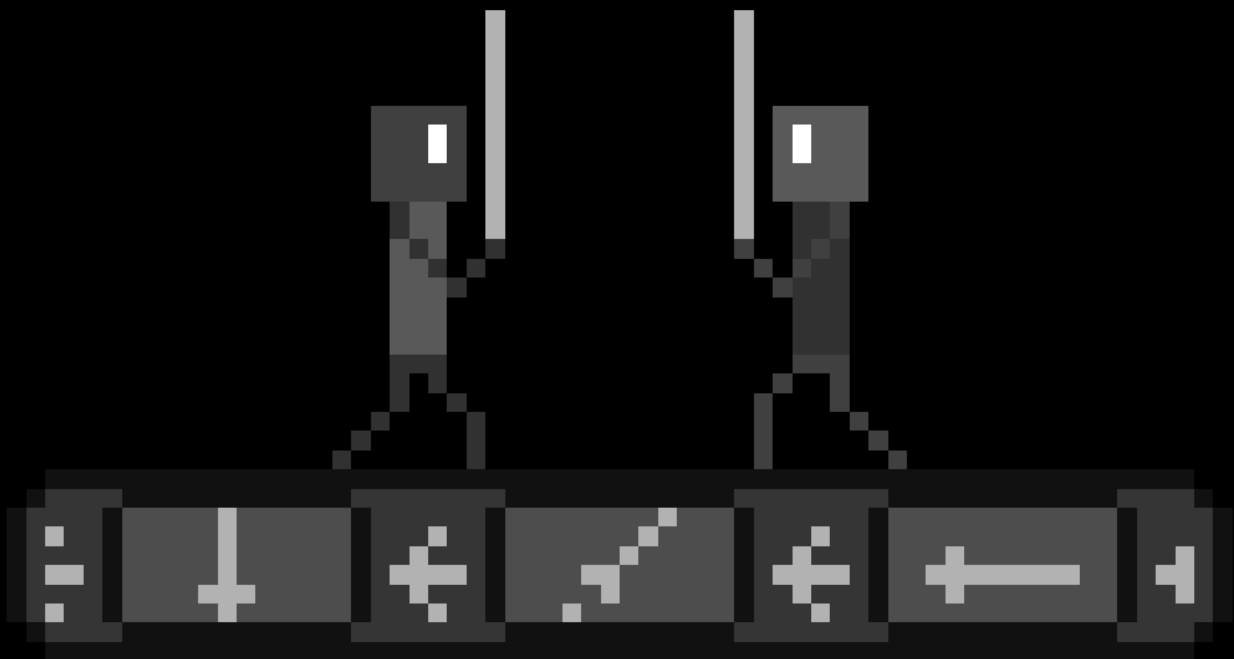
Slash Stab Sparry

Made by: Youssef (Joe) Kirelos (Joeske#7256)

"I wanted to make a reaction based rock-paper-scissors kind of game. The idea being that rock-paper-scissors is considered to be a game of chance, I personally think it's a game of statistics and mind games that deserves more respect than the simple "luck" or "chance" label. [...] Thus, to pay it the respect it deserves I chose to, while still keeping my inspiration from rock-paper-scissors, go in the opposite direction from the cerebral mental gymnastics into the more twitch reaction realm of fighting games. [...]

I realized that no matter how much I apply statistics or use mind games in rock-paper-scissors there is always a luck element to it that I could not reasonably hope to eradicate without ultimately ending up with a completely different game. Following that train of thought I chose to allow the player to make a move whenever they desired, with the AI responding to said move randomly. That is to say, if a player picks this game up hoping to simply play a random number generator game, they will have a 1 in 3 chance of winning, drawing or losing if they spam the buttons. However, if they want the experience, which I find more satisfying, of honing their reaction speed in only making a move in response to the enemy's, they can do so by following the timer I included on screen. Any combination of the two also works. I believe that I have managed to simultaneously offer the player the choice of the kind of experience they want out of this game while also making my case that rock-paper-scissors can be far more entertaining with the application of certain skills, that being cerebral or in this case mechanical." - Joe

Money - a Life's Game

Made by: Sebastian Beltran Acevedo

"Money is a game that is open to interpretation. The player may think of the money as its own abstract entity or they can think of the money as an instrument in their personal life. I made the game to be a reflection on the concept of money and its role in our society.

I wanted the gameplay to be simple. Just taking the money on a trip through several checkpoints that represent a transaction. Each of these checkpoints are made out of familiar icons that represent either a place or an event in real life in which money "lives". I wanted the trip to be through a maze because in real life money doesn't go through a clean and defined path." -Sebastian

This game is fun, accurate, meaningful and has great catchy music! With its simple mechanic that resembles and feels like a labyrinth marble board game, you will instinctively want to hit all of the checkpoints. This is not only a commentary on the movement of money and our urge to spend it to get nice things, but also the inevitability of some stages of money that are out of our control (for example money spent for war). Very well made little game that deserves to be played at least once!
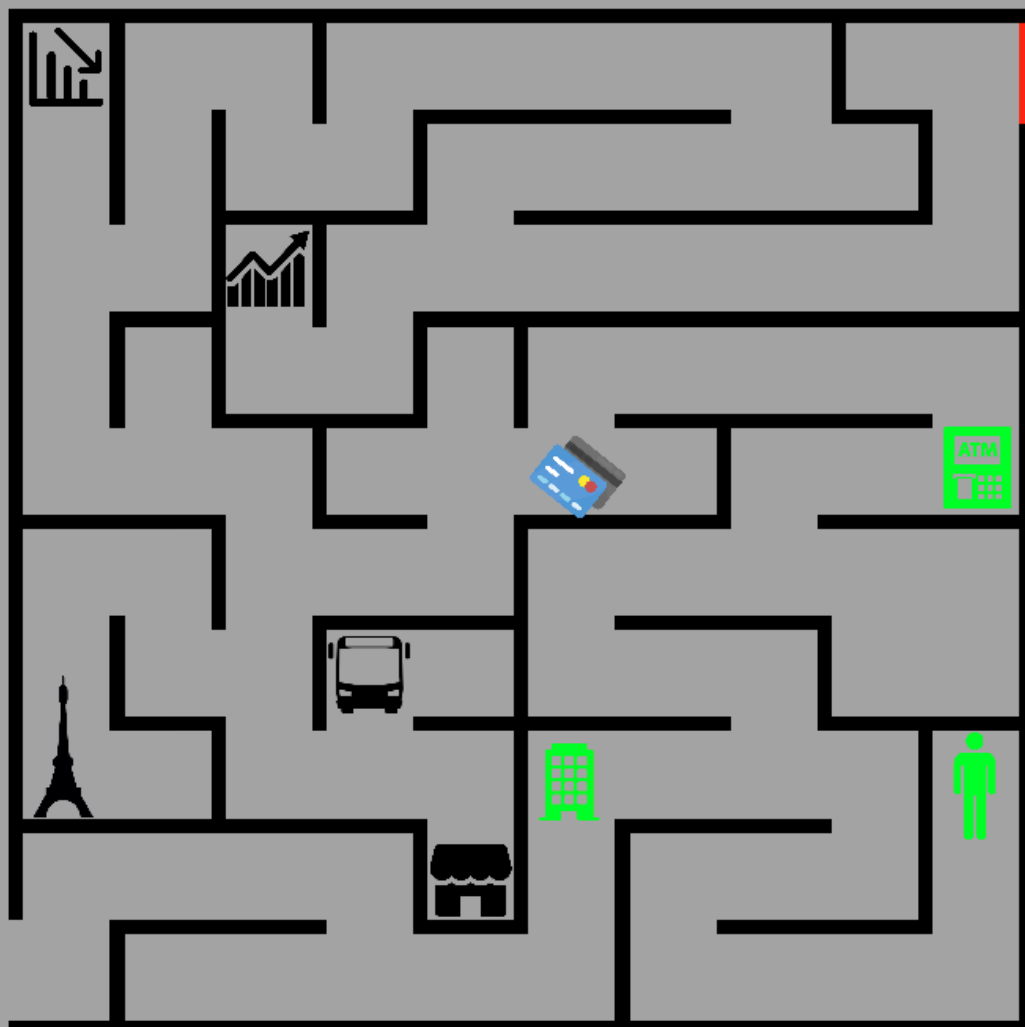
Boo Hunt

Made by: Shifat Khan (shift#9358)

"Hi! My name is Shifat, and this is my first Halloween themed game! I made many games in the past during my own time and game jams (one of which my team won - McGame Jam 2020). However, all of those games were incomplete. BooHunt is the first game that I have fully developed, and I can thank Concordia for that <3 For more information, you can checkout my itch.io profile at shifatkhan.itch.io/ and my shamelessly plugged youtube at youtube.com/c/shiftk " -Shifat

This game takes the classic game of "Duck Hunt" and brings it to a whole new level. It will give you the Halloween we never got to enjoy this year, by letting you massacre ghosts and witches and receiving an eruption of candies in return. With its pleasing visuals and immense amount of feedback, you will definitely feel satisfied after playing this game, at least, not until you fill in your cravings for sugary treats...

Witch Hunt

Made by: Miled Chalal-Henri

"The objective was to recreate the original Duck Hunt on NES but with a Halloween theme and some special settings."

Similarly to the previous submission, this game is a nod to "Duck Hunt". Using the format and dog that we have all grown to love and feel nostalgic about over the years, this version of the game puts a fresher and spoOoOokier new skin on the classic. Not only that, the inclusion of the "Freedom Mode" causes time to slow down significantly to enable you to aim proficiently at the many ghosts that appear on screen! This mode is similar to the "Dead eye" mode found in the Red Dead Redemption games. For this reason the American theme behind the Freedom mode seems even more fitting and will certainly put a smile on your face.

100 / 100

Ghost Blaster

Made by: Wayne St.Amand

This game brings the Halloween Duck Hunt theme to a whole new dimension, literally! This version adds extra complexity to the game by adding monsters with different behaviours and abilities (such as ghosts, bats and witches), new abilities of your own (flashlight, scare meter and life bar) and of course a fully 3D environment. Wayne did all of the 3D models himself using Blender and expressed that this was the first 3D game he has ever finished on his own. For those curious to how he managed to create a never ending map, he explains: "I essentially made the ground out of a 3x3 grid. Then when the player exited from the center, the further tiles would realign themselves to be in front of the player". This is certainly an interesting approach that seems to work fairly well! It was also funny to see the inspiration from the movie "Ghostbusters" through our lazer gun and the reveal that we are playing as a character from the game "Among Us". We hope to see more games from you Wayne. Great job!
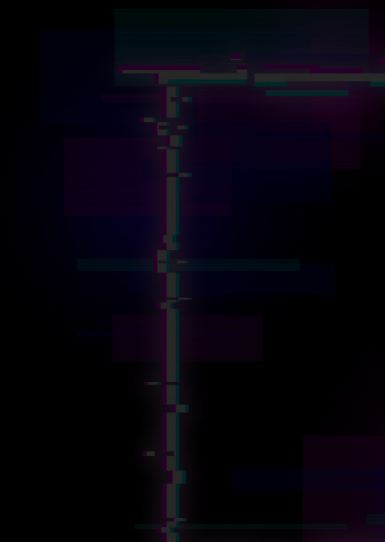
Art highlights

Hao Nguyen (Alien Turnip#6777)

This November, Hao has presented us with an astonishing animated piece of art. This beautifully digitally painted creation glitches between blue and red, good and evil, in endless conflict between each state. Or is it a revelation of what is hidden under one's skin? Either one of these interpretations seem to fit the mold, but what is most important is to appreciate Hao's raw talent as she continues to impress us with beautiful images such as this one. We look forward to seeing more from you Hao!
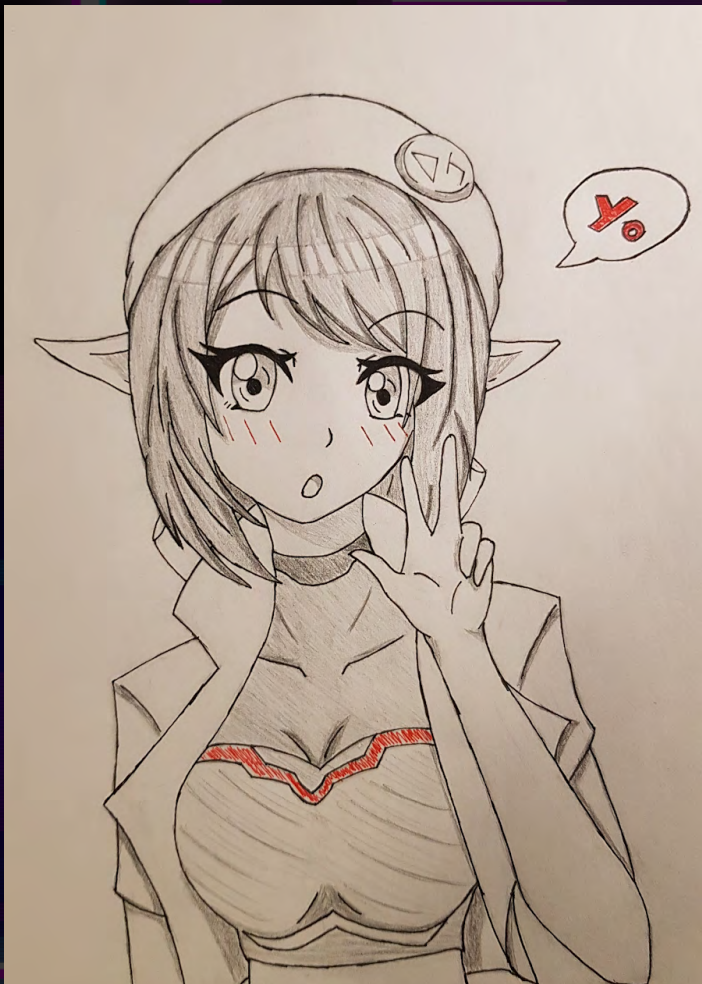
Derek (Djzy#5510)

Derek is continuing to push himself to draw new art and to improve his skills day by day and month by month. Once again he has presented to us an adorable anime/manga-styled girl with added definition and detail in comparison to the ones shown last month, especially in the hair and eyes. Well done Derek. Can't wait to see what you make next!

CREDIT

BIG THANK YOU TO THE FOLLOWING PEOPLE FOR THE CREATION OF THIS FANZINE:

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