

Halo infinity gameplay, the good, the bad and the rest

After five years of development and weeks of teasers, Microsoft has finally given us a better look at the Halo Infinite campaign. This “spiritual reboot” from 343 Industries is set on two years after the event of Halo 6 and are designed in a way so that players new and old can jump into the story.

First, the good. The classic Halo look is back! Gone are the horribly mutated lizard people, back are the sleek elites! The Jackals and Grunts are given a redesign and are now more closely resemble their Forerunner trilogy counterparts. The Brutes are back as well, this time as part of the Banished faction from Halo Wars 2.

The gameplay is now open world, and set on a damaged Halo installation. The environment is strongly reminiscent of the early missions of Halo: Combat Evolved, with some odd Minecraft like mountains thrown in. There are also some new addition to gameplay mechanics and abilities, such as



Masterchief’s new grappling hook and a “Drop Wall” cover. The former can be used to grab objects in for sounding environments, which then can be thrown at the enemy. You can also use the “Grappleshot” to melee nearby enemies or even grapple onto ledges. On the other hand, “Drop Wall” shield is an enlarged version of the deployable cover that can be placed to protect against incoming fire.

To navigate the vast expanse of installation, Jhon-117 has been given a large 3D map of the installation. The map screen contained two interesting tab, Upgrades and Database. 343 did

not disclose what exactly they are for, though the names themselves are pretty self-explanatory. Hovering above the icon will show up a brief information card and two other stats, the use of which are currently unknown.

Now, the bad. Despite going back to the old art style, the in-game items still lack the rough and worn out textures of the old games. Most equipment looks pristine or brand new, devoid of all the scratches and dents caused by heavy use. The Banished Spirit dropship we see in the game lacks the graceful flight characteristics of its Covenant counterparts and flew as it was put on rails. Flying units in the game act like they are on rails, as displayed by the Spirit dropship. The Brute units encounter also noticeably lacked visual expression, and the graphics tend to pop in at random.

The game is set to come out on at the end of this year.

EDITOR’S NOTE

“How price, vai?”

Didn’t hear much of that this time. Pre-Eid, amidst the sound of moo and baa and meh, this was a question everyone of the roads would scream out at each other. This time though, much quieter. People still bought cattle, they still performed their sacrifices, but the questions likely popped up loudly online. The new normal is throwing up more socio cultural changes our way each passing day. We can only wait and see what next.

For now, Eid Mubarak. Have a safe one courtesy of distance and a backup supply of antacid.

- Ehsanur Raza Ronny, Editor

Instagram bug keeps camera on in iOS 14



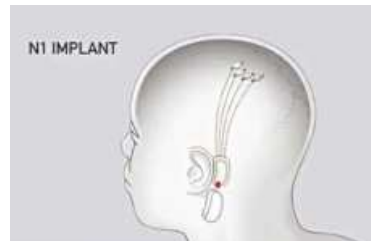
iOS 14’s new set of user notifications aggressively report unusual app behaviour. It has unearthed another security flaw. This time, Instagram has kept the camera on while users scroll their feed without taking any picture. According to Instagram it is a bug that sets off the camera when people access the Create Mode or swipe into the app’s Camera from Feed. They say no content is recorded.

Previously, iOS 14 detected clipboard copying by several apps including TikTok, LinkedIn, and Reddit. LinkedIn is stopping in and other fixes are in the works.

Neuralink will stream music directly to the brain, claims Musk

Tech startup Neuralink is working on a brain-computer interface that will allegedly allow wearers to “stream music directly to their brain”.

Founded by Elon Musk in 2016, the company remained largely secretive about its operations, but Musk has been slowly releasing



some details on Twitter.

When inquired by computer programmer Austin Howard if one day users could stream music directly into their Neuralink chips,

Elon Musk tweeted a simple response, “Yes”.

This is the first bit of new information Elon disclosed since 2019, where he held a presentation to explain how the technology will work. He said the company is working on a “sewing machine-like” device that would provide a direct connection between a computer and a chip inserted within the brain. The ultimate aim of Neuralink is to allow humans to compete with advanced artificial intelligence, Musk claimed.

Trials have already been carried out on animals and human trials were scheduled to take place this year, though details are yet to be made public.

More information is set to be announced on 28 August.

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