

# HATRED : TERRIBLE WASTE OF AN EPIC IDEA

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**DEVELOPER :** DESTRUCTIVE CREATIONS ● **ENGINE :** UNREAL ENGINE 4 ● **RELEASE DATE :** JUNE 1, 2015  
**PLATFORM :** MICROSOFT WINDOWS ● **ESRB RATING :** AO (ADULTS ONLY)

*In Hatred, "your name is not important, it is what you are going to do". You fill the shoes of a sadistic, anonymous psychopath whose idea of putting an end to mankind is putting C4 explosives all over New York City. Ever since its announcement in October 16, 2014, the game has been extremely controversial because of its violent nature. Majority of the gamers became psyched for it as well. But does the game live up to its hype?*

*Nope. The Polish studio behind the game came up with this groundbreaking idea and was so satisfied with it, that they did not put any effort in the development. This game had the potential to be the next Postal but everything about the game is so horrible that instead of being a game that will be celebrated for decades, it will most likely be a meme fodder for a couple months and then be completely forgotten.*



## CONCEPT

Most gamers will agree that video games help them channel their real life frustrations into a virtual world and do things they cannot do in real life. Hatred is a game that is supposed to be about satisfying this savage urge of ours. This is the only department where Hatred can be deemed successful.

## GRAPHICS

The developers opted for a Sin City-esque palette where everything is in grayscale except a few things (such as blood, police sirens, computer screens and so on). This decision is praiseworthy as it sets a fitting atmosphere. The game uses Unreal Engine 4 yet it's not as good as other titles using Unreal Engine such as Life Is Strange, DmC, Batman Arkham series.

## GAMEPLAY

The most crucial part of any game is gameplay and this is where Hatred fails miserably. The game has an isometric view which makes the game frustrating to play and also affects the visuals of the game vastly. As a result of bad optimisation, your GPU is being more stressed than it should be. The frame rate drops intermittently making the game experience suffer a lot. When you start playing the game, you will feel pure satisfaction but only until the unforgivable draw-

backs of the game start kicking in. The unclear instructions have you end up running around in circles for hours.

## STORY

It has no story.

## AI

The AI in this game is just horrible. Instead of running away, people run towards you and when someone around them gets killed, instead of panicking they savour every moment of you bashing the victim's skull in.

## ANIMATIONS

The animations in this game do not feel next-gen at all. Using better technologies would have definitely enhanced the experience.

## DIALOGUE AND VOICE ACTING

The dialogue and voice acting in this game is disappointing to say the least. They should have left the script writing and voice acting to the professionals.

In a world filled with futuristic sci-fi first person shooters and zombie games, we badly needed a game that came up with fresh ideas. We thought Hatred would be that game but unfortunately, it wasn't. We can only hope that someone with better infrastructure makes a spiritual successor to this game someday.



# WWE 2k15 [PC] Only fun if you have friends.

RUMMAN R KALAM

**PLATFORMS :** PC, PS3, PS4, X360, Xbone

I stopped watching WWE sometime during 2005. I grew up with the Attitude Era and after Wrestlemania 21 getting up in the mornings to watch a WWE PPV just didn't work out any more for 6th grader me. What I always loved about WWE were the video games, my first being Smackdown 2: Know Your Role on the Playstation. Smackdown 2 had life, it felt dynamic. Exactly what WWE 2k15 lacks.

I waited for a WWE game for the PC for over a decade. Ultimate Impact left a terrible taste in my mouth. Although I am thankful that we can finally beat up scantily clad men in a squared-circle on a PC, WWE 2k15 just didn't feel like a game made in 2015. Low-spec machines will feel the wrath of the frame-rates as they drop to the depths of 15-20 when the crowds are turned up and random glitches involving things disappearing. The six-month late port that did not do justice.

A huge part of the WWE games was the ridiculous customisation. Creating weird characters that we could mess around with was a ton of fun. That has been stripped away. Now we are tightly bound by what the developers think should be right. The options are very limited and extremely disappointing. I just gave up and went to the other modes.

The showcase mode was interesting. There were two available options, the John Cena & CM Punk storyline and the Shawn Michaels & Triple H arc. I picked the Shawn Michales/HHH arc and wasn't disappointed. Triple H has to be one of the best characters developed in modern entertainment and his rivalry with Shawn Michaels being another awesome storyline, reliving that was a 10/10 experience. The John Cena & CM Punk one fell short of expectations as it got boring and monotonous at that point.

The other singleplayer modes were quite fun. Cage matches, Hell in a Cell, TLC, Ladder. Wait. There's no Ladder match, only TLC. There's no handicap match either. No Special Referee and no Tornado Tag. WWE 2k15 is a 28GB game that can't make sense of the game's size. It's littered with showcases and such but not enough modes. Did I mention that you can't access the backstage either? I don't know if it's a recent WWE game phenomenon but yeah, just the ring for you. If they tack on new modes as DLC, that'd be a very sad day for gaming.

The multiplayer mode on the other hand is a joy as always. If you have two controllers, you can possibly spend endless hours beating up John Cena because no one can do that in WWE. You can actually make him *tap out*. Iron Man mode is possibly the best mode to play with a friend. Pick John Cena, let your friend lead 3 - 0 then quickly use the last 5 minutes to win the match. I will not be held responsible for your friend's broken controller.

*Rumman R Kalam, the founder of Rantages, is a goat with opposable thumbs. Hatemail can be sent to [tehgoatlord@rantages.com](mailto:tehgoatlord@rantages.com).*