

OVER CLOCK

# NBA 2K16

## Taking it to the Next Level

FARDEEN ZAREEF

First off, the game succeeds in its quest to allow gamers to have the realistic NBA experience with the minor details also getting upgraded. The commentary is fresh as always and there is no repetition. Even the menu has been redesigned.

The visuals have been upgraded and the players look realistic like always but this time, they have also scanned their bodies. This feature allows the entire body of a specific player to be uniquely different from any other body and even their tattoos are detailed. The courts have been remodeled to perfection and new animations have been added including photobombs. 2K also decided to scan the crowds, cheerleaders and the coaches as they look realistic like never before.

But NBA 2K wins the bout this year with their improvement in gameplay. The home court advantage is apparent whenever you are up against, let's say, Boston Celtics.

During the high school phase, the AI have low overalls and you can notice how at the end of games, school announcements are being made. While the college basketball experience is as real as it gets.

MyTeam mode, NBA's answer to FIFA's Ultimate Team mode returns this year but the only major change is the customization aspect. Returning this year are the

MyGM and MyLeague game modes, which have both received a major overhaul. This time around in MyGM mode, players can set prices, add extra features to the arenas and make profits amongst many other changes. MyLeague is similar to the MyGM mode but it has more multiplayer components and allows more flexibility to players and they can even relocate their team freely.

Online gameplay this time around is a sad let-down. It took me an hour to find a match-up. During my third match, it got disconnected for no reason whatsoever. Many gamers have complained about the matchmaking bug. So, 2K should come up with a patch to fix this issue.

NBA's Livin' Da Dream falls flat. While the efforts of famed director Spike Lee are evident, the fact that you can only play a couple of high school and college matches and very few NBA matches during your rookie career is extremely disappointing.

basketball game out there in the market and while the story mode drags it down a little bit, the captivating gameplay is good enough to get you hooked. So, whether you are a rookie or a pro, get your NBA 2K16 copy and start dunking.

*Fardeen Zareef is in a war with carbohydrates but his love of Doritos overwhelms him. He also does not know how to use Twitter and loves to game. Message him your love/hate at <https://fb.com/fardeen.zareef>*



NBA 2K16's major flaw is the very same feature they used to hype this year's release. When 2K Sports and Visual Interactive announced that this year's installment would feature a story mode in MyCareer, it got 2K fans on their feet. Every now and then, sport games experiment with storylines and sometimes, they excel brilliantly like Fight Night Champion for example. Sadly,

And what makes it worse is that the cut scenes are extremely long and they basically dominate the whole experience while the finale did get me a bit emotional, I expected more gameplay rather than a massive storyline. Overall, NBA 2K16 is by far the best



SHAHRUKH IKHTEAR

Platforms: PS3, PSVita, PS4

Your team unleashes a flurry of bullets into the hearts of the never ending insectoid alien swarm. You clench your controller as you load the last magazine into your gun. You wonder if you will be able to make it until the dropship arrives—the slaughter continues. These exhilarating moments are not

uncommon in *Helldivers*: a twin-stick shooter from Arrowhead Game Studios. The game is inspired by sci-fi franchises *Alien* and *Starship Troopers*. The game's story starts from Super Earth, a planet ruled by a new democracy. The Helldivers are assigned to "bring democracy" to the foreign alien lands. The intentionally cheesy story fits the overall tone of the game, as well as providing comic relief in a bleak world. The game is 4 player co-op with single

player also available, although such an endeavour is not encouraged as the game is extremely tough even with a full squad, especially on "Helldive" difficulty. Even if you do not have friends to play the game with, the online game list will quickly get into missions with other players. The game also supports 4 player couch co-op which is a big plus.

Players have to co-ordinate with each other during missions. Friendly fire is as big a threat as the enemy so all players have to be cautious about where they move and shoot. The missions usually follow one outline. The squad leader chooses the drop point and from there, a number of objectives have to be completed in any order. Lastly, the whole squad must hold out at an extraction point until the dropship arrives. It is tough to carry out such high levels of co-ordination with online players which leads to disastrous results. But when you find a team of skilled Helldivers, it's a very rewarding experience.

The gunplay is excellent as weapons sound and feel like they carry a lot of power. You have to take into account weapon spread if you spray and pray for too long.

The gameplay is bolstered with a decent range of weapons including shot-

guns, assault rifles etc. The Helldivers have the ability to call in various types of orbital air support, defensive turrets, vehicles, and mech-suits by means of drop-pods known as "Stratagems." Each player is limited to only 4 stratagems so it's best to select these according to what the team needs. While mech suits and vehicles are tanky and can do a lot of damage, they are not always the best solution as they have limited ammo and mobility. Proper use of stratagems is paramount to success in *Helldivers* and this adds a layer of fun complexity to the game and allows room for a lot of replayability as players can revisit missions with different stratagems and run different team compositions.

The music is cheesy which is expected from such a game but the in-game sound effects more than make up for it.

Overall, *Helldivers* is a surprisingly enjoyable game of a lost genre. Its addictive co-op gameplay, interesting premise and overall presentation make for a must play for any gamer looking to shoot up some aliens.

*Shahrukh Ikhtear is a gamer who doesn't rage. A writer who doesn't read. A musician without a teacher. Full time procrastinator. You can reach him on twitter @sr\_ikhtear and email: shahrukh.ikhtear@yahoo.com*