

# MAKING OF LIBERATION '71

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In 2012, the Facebook group Gamer Zone took an initiative to request some of the top developers and publishers to consider making a game based on the Liberation War of 1971. After getting no response from the developers, the members of the group decided to unite and develop a game that would be an accurate portrayal of the 1971 Liberation War and thus began the bumpy journey of Team 71 and their first project, Liberation '71.

Initially, there was no funding behind this game and there was not even an office space to work in. Amidst these adverse conditions, the developers released an alpha of the game on March 26, 2014 which was built using the Unity3D engine. The glitchy AI and the endless nature of the Alpha were not taken positively by gamers. The developers then focused on rectifying their mistakes and releasing a multiplayer map of the game on December 16 later that year. A mere few hours before the map was to be released, the AI system of the game crashed completely, creating a huge setback for Team 71.

The development process of the game found new life when Unreal Engine was announced to be free. A switch to Unreal Engine meant better graphical quality, decreased development time and fewer risks. The financial and spatial woes also came to an end as another Bangladeshi game studio, Khelo Bangladesh collaborated

with Team 71 in March 2016.

The developers are now working hard on Liberation '71: Blackout, the prologue of the main game. Alongside Unreal Engine, the developers are using Blender for modelling and are implementing live motion-capture technology for animation purposes.

"We are trying our best to make Liberation '71 a cinematic experience. Historical accuracy is also a prime factor in our efforts." said Farhad Rakib, CEO of Team 71. When asked about the platforms Liberation '71 will be released on, Faysal Ahmed of Khelo said, "PC is our first priority. However, considering the rising number of console users in the country, the game might make its way to the PlayStation 4 and Xbox One as well. It will be almost impossible to port the same game into mobile platforms but we have plans to make an Android version."

The developers plan to release the game in three standalone versions over the course of the next two years. The first installment, Blackout, is expected to be released somewhere between the last week of March and the first week of April. It will be based on the events in Rajarbagh Police Line on March 25, 1971.

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**GAME REVIEW**

## A fitting end to a great franchise

FARDEEN ZAREEF

The final installment of the infamous *Naruto: Ultimate Ninja* series, *Naruto Shippuden: Ultimate Ninja Storm 4* has been a long-anticipated release. But is it more of the same or something revolutionary?

First off, a huge round of applause for the developers, CyberConnect2, for realizing that they needed to make alterations to the gameplay mechanics after the lukewarm response that *Ninja Storm Revolution* received. The gameplay mechanics this time around is top-notch. Always known for its fast-paced battles, the new changes fit perfectly to the classic system, making this an extremely well balanced fighting game. One feature that got me excited was when they announced the return of the ability to wall run. And the developers took full advantage of the new consoles' capabilities, by making sure that during wall runs, players can fight it out when one character is on the wall and the other is on the field, something that the previous installments couldn't give us.

The introduction of elemental damage and the omission of the option to choose three different fighting types, in order to bring back the good old Awakening and Ultimate Jutsu features, are definitely decisions well made. Who doesn't like Sasuke's Awakenings? And this time

around, players can swap characters during a battle and if a character's jutsu meter is filled up, the swapped character can also use it.

But, a major flaw of the character swapping feature is the fact that all characters share the same life bar. And if you are using someone like Hinata and have Killer Bee in your team and Hinata gets beaten badly, you cannot fully utilize Killer Bee's strengths, as they both are now greatly weakened.

*Naruto Shippuden: Ultimate Ninja Storm 4* has all the characters from the *Naruto* universe, making it the only title to do so. With the story mode following the final arcs of *Naruto Shippuden* and the side stories featuring the adventures of the younger versions of Kakashi, Obito, and Sasuke and his group's quest of resurrecting the Hokages, *Ultimate Ninja Storm 4* is the perfect farewell to a series that has made its mark by providing a fun fighting experience. Despite the character-swapping and lifebar issue, *Naruto Shippuden: Ultimate Ninja Storm 4* is a near-perfect title and is definitely one of the standout games of the year, so far.

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