

Movies That Deserve Video Game Adaptations

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We have come across tons of lists about video games that should be made into movies. This time, we have compiled a list of movies that deserve to have their own video game adaptations.

1. SAVING PRIVATE RYAN/FURY/INGLORIOUS BASTERDS/BAND OF BROTHERS/A BRIDGE TOO FAR

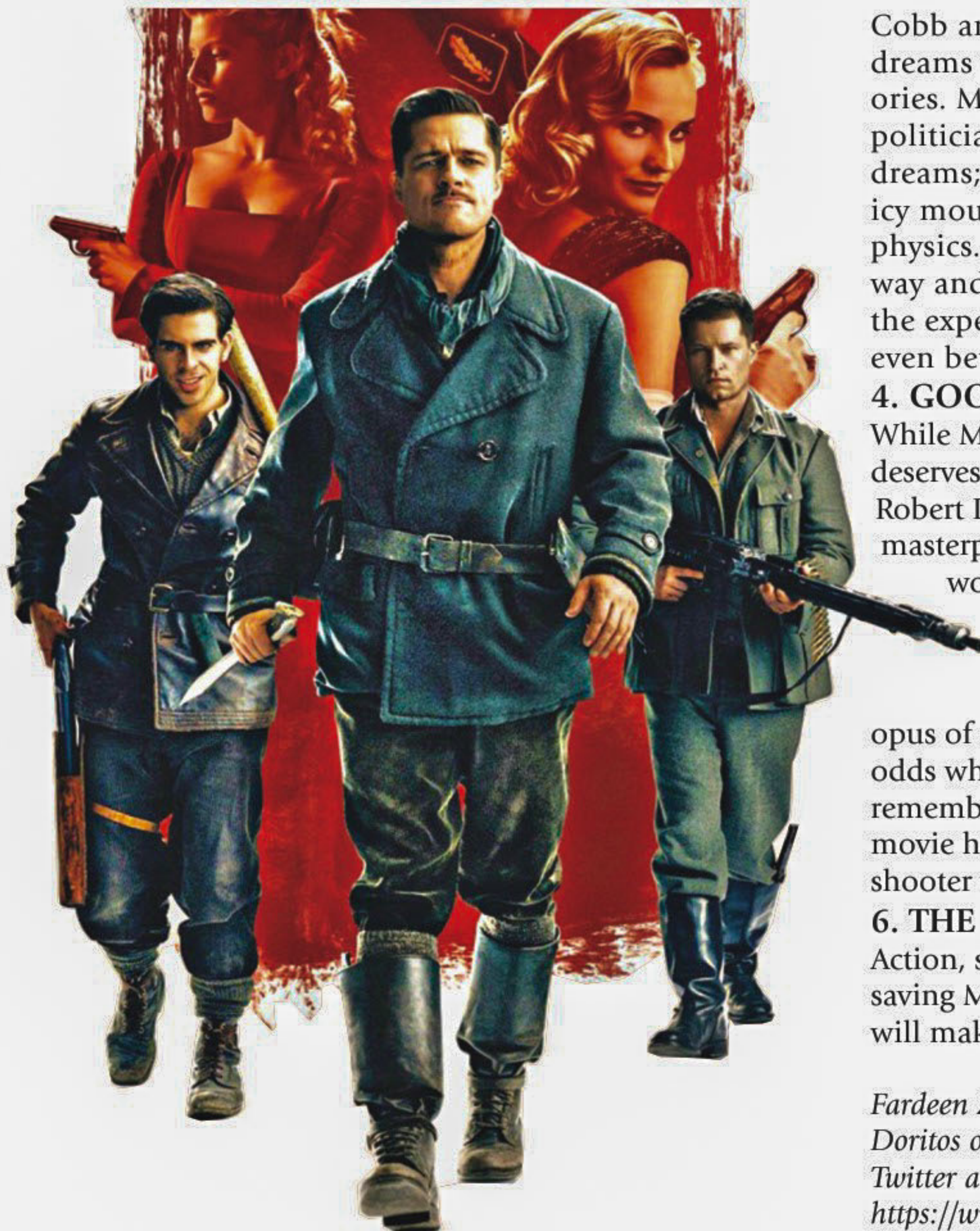
World War 2 makes a great first person shooter. Be it the early Call Of Duty entries or the Medal Of Honor games, we have played a lot of amazing WW2 games, but none of them ever had a good story to tell. They were mostly okay adventures. But these movies, on the other hand, are beautifully written stories and have the amount of action needed to make want to play a WW2 first person shooter with a campaign mode that has these 5 stories to choose from. Win-win!

2. JOHN WICK

This Keanu Reeves-starrer was a surprise for us all. John Wick's plotline about a man wanting to take revenge is similar to that of Max Payne. A third-person shooter, with a plethora of hand-to-hand combat and stealth elements, John Wick can make a really captivating video game adaptation, if done right.

3. INCEPTION

Christopher Nolan's Inception was a mammoth masterpiece. The whole idea of entering people's dreams to hijack their ideas or to plant another memory is massive on its own right. The movie had us guessing a lot. Now imagine a universe sort of like Assassin's Creed but instead of entering the Animus, you are now entering their dreams. The game will follow Dominick



Cobb and his team as they will penetrate people's dreams to extract information or even plant new memories. Marks could range from wealthy businessmen to politicians. And since, the whole setting is based on dreams; the locations can vary from damp surfaces to icy mountains with the varying shift to the laws of physics. Gamers can approach missions in their own way and perform stunts the way they want to and as the experience points increase, they could dream up even better weapons.

4. GOODFELLAS

While Mafia was sort of based on Goodfellas, this movie deserves a game on its own. Ray Liotta, Joe Pesci and Robert De Niro are sensational in this Martin Scorsese masterpiece about the mafia. A third-person shooter would do just fine for a story this great.

5. DIE HARD

John McClane's Christmas didn't go as planned. But hey! Die Hard is the magnum opus of action movies where the lone hero defies the odds while Hans Gruber is an antagonist we will always remember. Does it make a good game? It really does. The movie has the premise to be an amazing third-person shooter with monumental odds at stake.

6. THE BOURNE TRILOGY

Action, suspense and three movies that do not require us saving Matt Damon is a win for us all. The Bourne Trilogy will make an interesting experience for espionage-lovers.

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://www.facebook.com/fardeen.zareef>

VIDEOGAME/TV HYBRID GONE WRONG

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Developer: Remedy Interactive

Publisher: Microsoft Studios

Platforms: Xbox One, Microsoft Windows

Release Date: April 5, 2016

Quantum Break comes from the same studio that created amazing IPs such as Max Payne and Alan Wake. While the same (if not more) amount of ambition can be observed, this game falls quite short of the standards set by Remedy's previous games.

The story starts with Jack Joyce (Shawn Ashmore) who travels to Riverport University to visit his brother William (Dominic Monaghan) and his friend Paul Serene (Aidan Gillen). William and Paul have invented a time machine which the former thinks is too risky to be turned on. Paul is adamant on giving the machine a test drive and with the help of Jack he attempts to travel in time. The subsequent explosion of the device gives both Jack and Paul the power to manipulate time. The version of Paul that walks out of the machine turns out to be evil and the rest of the game deals with Jack going against Paul.

Most AAA titles these days offer spectacular visuals. However, Quantum Break is the one, in my opinion, that has gone the closest to the uncanny valley so far. The voice acting and facial expressions in the game are absolutely fantastic.

Quantum Break is mainly a third-person shooter. Besides ammunition, players can also utilize the "time powers". The powers are fun to use but they can also be very inconsistent. Another massive flaw with the gameplay is the lack of a proper cover mechanic. The absence of melee and hip shooting renders the close-range combat non-existent. The AI programming is also very poor compared to other current-gen games.

There are five acts in the game. At the end of each act, there is a "Junction Mission" where the player has to



make a choice. Immediately after making the choice, the player is shown a 30-minute long live-action TV episode whose plot depends on the choice you made earlier. This TV episode is not on disc rather it is streamed online. Unless you have a speedy connection, streaming 30-minute HD videos can prove to be quite troublesome. These TV episodes also disrupt the immersion of the game and thus, are completely unnecessary.

The worst part of the game is its technical inconsistency. There is a motion trail behind every object and heavy film grain applied on the screen. On the PC version of the game, there are severe frame-rate drops and texture loading issues. Bugs and glitches are fairly frequent as well. To add to the frustration, the developers claim that these issues cannot be fixed.

Quantum Break also contains a huge amount of prod-

uct placement for Nokia and Nissan. Product placement in video games is not entirely new but, here, the execution is extremely forced and painfully obvious.

To sum up, Quantum Break is an unnecessary and lazy attempt at merging TV and videogames together. If you are looking to play the game, get it on rent or wait for a price drop.

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