

# What Makes Tactical First Person Shooters Stand Out?

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First Person Shooter or FPS has been a popular video game genre for as long as we can remember. The universal appreciation for them has been massive. We've decided to come up with a detailed look into how tactical FPS – a subgenre - stands out from the rest.

For this, we decided to play out three games in order to come up with a conclusive result. The games being Battlefield 4, Call of Duty: Black Ops 3 and Rainbow Six: Siege. With Siege and BF4 serving as the tactical FPS

games while Black Ops 3 is the non-tactical one.

First off, the amount of time that has to be spent on planning your approach to a particular objective is a stellar feature for tactical FPS. Mapping out each attack with your team-mates makes up a beautiful experience. Siege, in particular, is one such game where every attack has to be mapped out before you start. One act of miscommunication and you are done for good.

Next up, is the balance of gameplay. BF4 has one of the most fluid gameplays ever. The mix of

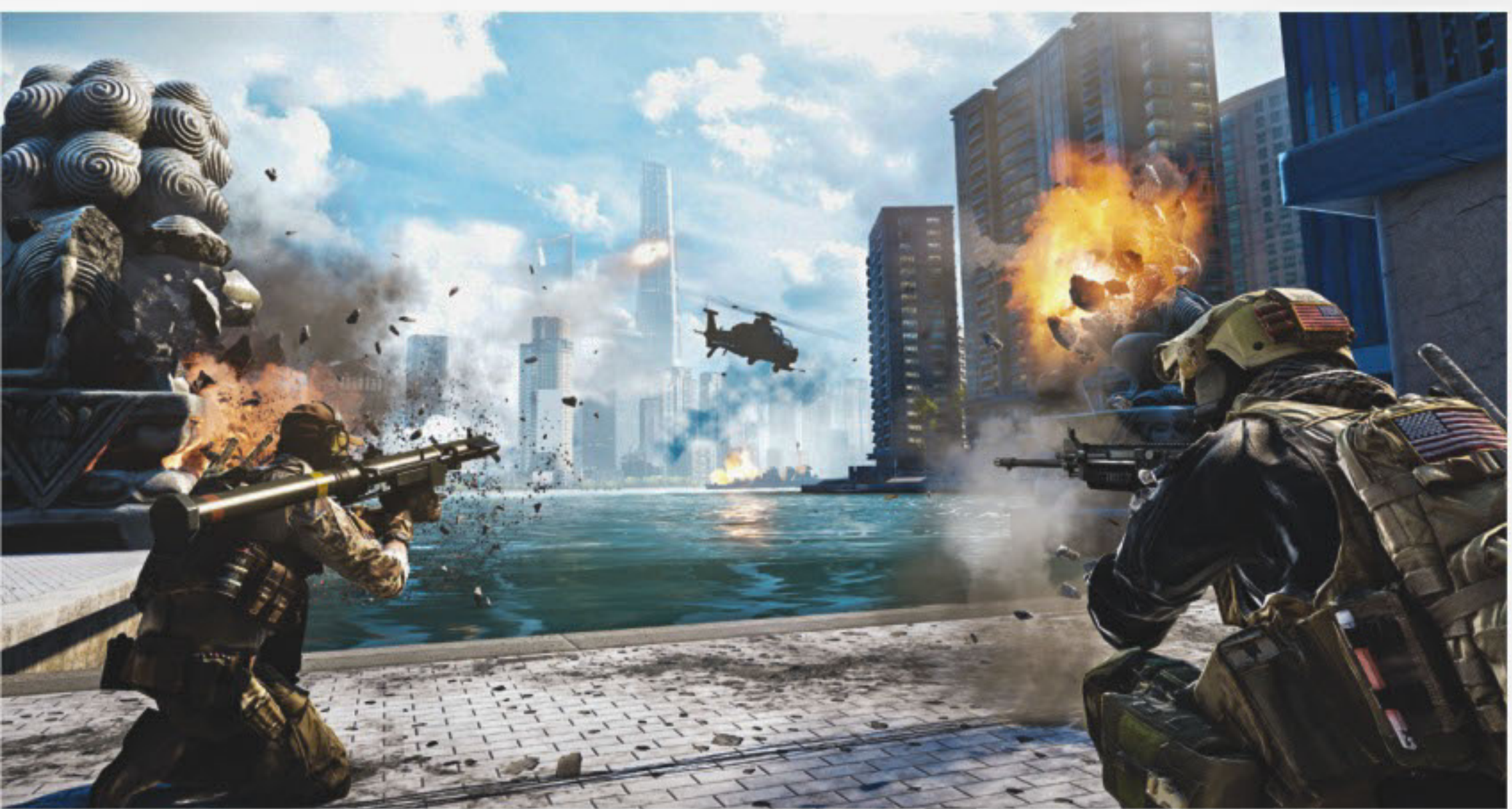
features of strategy and an out and out shooter makes it one of the best online experiences. The commander mode in BF4 online is a definitive experience allowing you to take total control of how your team operates in a mission.

And lastly, both Siege and BF4 creates amazing experiences where the teams are in tension till the last seconds of a round. There are situations where only one person can wipe out an entire team if the right strategy is being put to use which makes these games exhilarating experiences.

On the other hand, one of the biggest letdowns in Black Ops 3 is the lack of team-work in order to win. The fact that we do not really need to communicate is a drag. The lack of strategy in the gameplay experience makes it a letdown at times.

Thus, tactical FPS stands out from the rest.

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# INSIDE: A MINIMALISTIC WORK OF ART

SUJEY BHOWMIK

*Inside* is the long awaited follow up to Playdead's previous game, *Limbo*, which happened to be one of the best indie games ever made. So it was always going to be hard for this small studio to reach the same heights they did with *Limbo*, right? Wrong. Not only did Playdead outdo themselves with this title, they far exceeded expectations and delivered an absolute masterpiece.

Much like its predecessor *Limbo*, *Inside* is a 2D physics based puzzle platformer game. It is a game that can require no vocal narration for describing its events. You are put in the shoes of an unnamed boy who is wearing a red colored shirt, a character you will grow attached to despite him not uttering a word in the span of the 3-4 hours of gameplay time. Right from the get go, you notice how strikingly beautiful the game is. You knock over a refrigerator in the forest and you see rustled leaves flying up. The eye for detail is simply striking as the polish on every aspect of this game is absolutely impeccable.

Being a puzzle platformer, the game had to get its physics mechanics right and it does. Puzzles are never too hard to figure out and you will know what to do after a few tries; whereas in *Limbo* even if you knew what had to be done, you couldn't put your finger on how you

could do it. So that's a massive improvement over its predecessor; massive props to Playdead for sorting that out. The puzzles are also mixed and matched enough that they never get repetitive, and are always intuitive and fun to figure out.

Now comes the artwork and *Inside* showcases some of the most beautiful art I have ever seen in a video game. In terms of aesthetics, the game is masterpiece. It's astonishing what some people can do

with just a few colors used throughout the entirety of the game. The game is grey and dark for most parts but whenever color is used, it is used to great effect. The environment is richly detailed and the texture effect is astounding. As you jump over obstacles you trip and regain your balance, rain effects are lifelike and the world in cohesion with the atmosphere it sets truly makes for a memorable experience.

Sound tracks are used sparingly in the

game but when they are used, it elevates the atmosphere to great heights. Every environment has a different personality to it. No two areas will ever feel the same and you truly feel a sense of joy when you travel through this magnificent post apocalyptic world.

*Playdead* takes a minimalistic approach to *Inside*. Although the ending is up for debate, the rest of the game is polished to a brilliant sheen and makes it a truly artistic masterpiece.



**GAME REVIEW**