

A bittersweet cricket experience

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*Developer: Big Ant Studios
Publisher: Tru Blu Games
Platforms: PlayStation 4, Xbox One
Release Date: December 22, 2016*

Don Bradman Cricket 14 was as good as cricket games could get. Other than the lack of licensed content and the unrealistic visuals, it was pretty much a decent game. When the next iteration, Don Bradman Cricket 17 was announced with the promise of better visuals and more detailed gameplay, I was very excited. So much so that I bought the game the first day it hit the local stores. Was it worth the hype? Yes and no.

Don Bradman Cricket 17 introduced a lot more features than I was expecting it to. Even though the developers have still failed to incorporate licensed teams and stadiums, they compensated for it with an improved version of their "Cricket Academy" feature. While previously, the community could create only players, teams and umpires from the Academy, now it is possible to create custom logos, kits, bats and even stadiums!

The career mode is now more detailed since it allows you to get past the first class stage and play for the national teams and T20 franchises as well. Fictional versions of more or less every franchise-based T20 leagues have been introduced, including our very own BPL, dubbed as "Bangladesh Super League". For the first time ever in a video game, DBC17 allows players to play with the women's teams – a very welcome addition.

The batting mechanics are essentially the same as before. One of the very few changes is the ability to play precision

shots. The helicopter shot, popularised by MS Dhoni, has now been added as one of the unorthodox shots as well. The advance down the crease button has been moved from R1 to R3, which is mildly inconvenient.

The bowling gameplay, however, has been given a complete overhaul. There are now two entirely different mechanics for pacers and spinners. The new bowling controls are very convoluted and need significant time to be mastered. The field settings menu has been shifted from the Up Arrow to a sub-section in the pause menu, yet another inconvenient change in the gameplay. Overall, the gameplay is a

lot slower and more complex than it was before.

The developers failed to deliver on their biggest promise, the improvement in visual quality. The lighting and the textures in the game are very poorly done. The character models, while slightly better than before, are not as good as promised either. The game currently has a bug where the player kits have very low resolution textures and the issue has not been fixed at the time of writing this review. The game is also filled with lots of other game-breaking bugs ranging from AI glitches to there being session breaks in limited-over

matches.

Don Bradman Cricket 17 had the potential to be the most detailed and immersive cricket experience ever. However, the technical issues hold the game back and almost bring it down to the level of the dreaded Ashes Cricket 2013. Cricket fans should hold out on getting the game until the developers fix the issues.

Nony Khondaker is an introvert with immense passion for tech and music. Feel free to send your constructive feedback at nonykhondaker@live.com or follow him on twitter.com/NonyKhondaker

**GAME REVIEW**

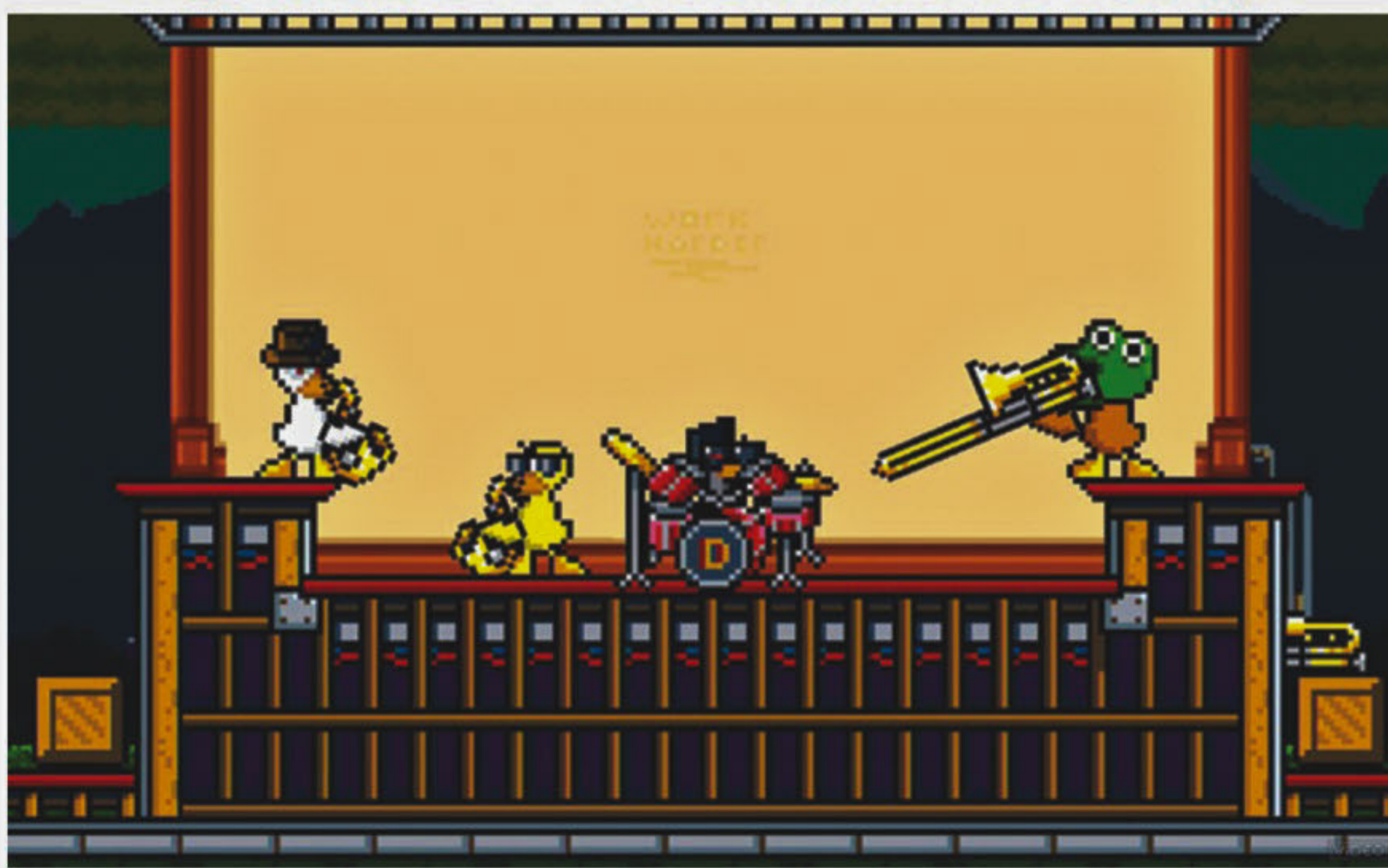
A quirky competitive multiplayer experience

FARDEEN ZAREEF

I have hardly ever played indie games, so more often than not when I am suggested an indie title, I tend to pass it or end up being disappointed because of the lack of appeal when it comes to the visual front (Limbo being a total exception from this list). When my friend discovered the Landon Podbielski developed Duck Game, he constantly pestered me to try it out despite knowing my constant denial when it comes to independent titles. But one boring evening was all it took for my opinion to change pretty fast.

First off, the gameplay is probably one of the best video game experiences ever. It's very fluid and definitely fast paced with an extra dimension to the thrill factor being the cherry on the top. With a wide arsenal of weapons being available, another amazing feature of the game is that every level has its own specific weapon set that you must collect during the fight so basically, you start off a match empty-handed. This gives both competitors a fair ground to play in.

But what makes this indie title stand out from the competition is its



multiplayer mode. A crazy, constantly happening environment. That is the best way to describe Duck Game's multiplayer. With a capacity of up to 4 players, its multiplayer mode is a great way to judge who is the best out there. Another thing to note about the game is its general quirkiness. IT HAS A QUACK BUTTON.

On the downside, the game's melee abilities, like throwing your opponents to their death, are too simple in my opinion. This particular feature is something that I feel can be more polished. A small hand-to-hand combat feature might even increase the game's depth so that throwing is not the only melee feature.

Duck Game's grenade feature is the worst. Considering the whole environment of the game, the whole unpin the grenade and then throw it might have been made this way to stand apart but it's sadly very off putting and unnecessary. A simple button to throw grenades would be much simpler in a game that is already running at a frenetic pace.

Published by Adult Swim Games, the Duck Game is available for both Microsoft Windows and PlayStation 4. So what are you waiting for? Grab your copy as soon as possible! Because this is one indie button smasher that has been made for a general audience to love and cherish. It may look plain but that is honestly, the beauty of it. Frenetic, loud and quirky. It's about time that this little gem finds a massive following.

Fardeen Zareef is sarcastic, in spirit. Whenever he tries to not make rash decisions, he memorises Chandler Bing quotes and tries to understand the concept of Twitter while fighting his war with carbohydrates by finishing a large Doritos. E-mail him your love/hate at fzareef666@gmail.com