

WHY CRICKET GAMES DON'T WORK

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If you ask Bangladeshi sports fans what their favourite sport is, they will be torn between Cricket and Football. Sadly, however, this dilemma will not be seen when they are asked about their favourite sports video game. The main reason behind this is that, as exciting the sport might be in real life, the glorious game of uncertainties doesn't translate all that well into video games. Here's why:

BATTING

Batting requires the pitch perfect combination of footwork, shot selection and timing. However, in most games, footwork and shot selection play absolutely no role in building an innings since randomly mashing buttons almost always gets the job done. The scope of creativity also gets heavily curtailed by the frustratingly limited number of playable shots and the directions you can play the shots in. Cricket Revolution tried to tackle these issues by introducing a placement HUD and several "shot modifiers" but these ultimately ended up making the gameplay convoluted.

BOWLING

It is almost criminal how bowling, in spite of being such an important aspect of the sport, gets close to no attention in video games. Most cricket games opt for a simplistic gameplay where you place a marker on a specific point on the pitch and the bowler then delivers the ball



exactly at that spot – a very inaccurate portrayal of the sport, I must say. The Don Bradman Cricket series tries to deal with this issue by coming up with its own gameplay and while the effort is commendable, the bowling ends up being very confusing since the gamer has no idea where the ball is actually going to land.

FIELDING

"Miss a catch and miss the match" – this saying in itself should be able to describe the importance of quality fielding in a cricket match. Unfortunately, most cricket games do not feature a satisfactory fielding mechanic. Chasing after the ball and

throwing them manually can get extremely repetitive. The other option is to let the AI take over the fielding but most cricket games lack an AI intelligent enough to do the job properly. What's more striking is that most games do not have any mechanic for catching or stumping. Ashes Cricket 2009 used slow-mo QTE sequences for catching but did not have any proper answers about stumping or fielding in general.

AUDIO

A major part of the FIFA series' success can be attributed to its fantastic crowd sounds and lively commentary. Sadly, the same cannot be said for any of the cricket

games in recent time. Brian Lara International Cricket '99 had different crowd sounds for different stadiums and teams, and the commentary was very fresh and organic. All the video games after that, including entries from the same series, suffered severely from generic crowd sounds and repetitive commentary.

VISUALS

The final nail in the coffin for cricket games is the lack of eye-catching visuals. Cricket games have only a fraction of the budget AAA games have and consequently feature outdated visuals. To add to the misery, cricket games often lack licensed players and teams and opt to replace them with generic made-up players instead. Cricket Power was the only recent game to have fully licensed players and teams but the developers completely wasted the opportunity by not making any use of the player likenesses in the game.

Cricket, as a sport, is very complex. If developers focus too much on getting the details right with the limited budget they have, the end result is bound to be sub-par. Instead, I believe, developers should focus on creating immersive atmospheres and addictive gameplay.

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The rising eSport of Bangladesh

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On December 1 2015, Ubisoft launched Rainbow Six: Siege. Unlike any other online tactical FPS game available, Rainbow Six: Siege offers players their freedom of movement where they can squad up with four other players & compete in a close-quarters, destructible environment.

It has been over a year since the game launched. Siege now houses 20 million players worldwide

They offer players free DLC, where players gets eight new operators with unique and different abilities and four new maps every year. This changes the meta of the game, which results in players setting up new and different strategies in order to reign supreme.

Rainbow Six: Siege also arranges regional tournaments like GO4, ESL Community Cup and international tournaments like the Invitationals & ESL Pro League, where the best teams from all around the world compete against one another to claim their title in the eSports Community. This creates opportunities for youngsters with a passion for eSports from all around the world to pursue their dreams and achieve their goals.

Many players are shifting to PC from PS4 only to participate in the Pro League, thus increasing the competition.

It's amazing to see that Rainbow Six: Siege is achieving these milestones and gaining new heights. It has also given a positive impact on our Bangladeshi community as well. The number of online players is



increasing exponentially. Not only has it opened up many opportunities for youngsters in Bangladesh, it has also helped expand the Bangladeshi community where anyone from anywhere in the country can meet and play with new people, and help others in any way possible. There are currently 1800+ members in the official Facebook group of the community.

Today, the Bangladeshi community is recognized, internationally, by ex professional ESL players, streamers and casters like KiXSTAr, Sergio-SVM, Serenity17 and many more.

Rainbow Six: Siege has given the opportunity for Bangladeshi gamers to be internationally recognised and show that there are talented, hard working players from a small country who are dedicated and ready for

any challenges they would encounter. To support this statement, the tournament organising committee of Rainbow Six: Siege decided to include Asian Countries from the continent to compete in the ESL Pro League Tournaments, where Bangladesh is also included in the list.

A local online tournament took place from 27th to 30th July. This tournament set the precedent for many more in the future. As Siege gains popularity in Bangladesh, there will come a time when LAN tournaments are hosted for the game.

So if there is anyone who thinks eSports in Bangladesh leads to a dead end, this is a wakeup call to let you know it's to get back and #SiegeOn.