

## EDITORIAL

It took me a long time to realise that creativity is a process. It feels stupid admitting this after seven years writing and editing for a magazine, but when I started at a tender age, I was all aboard the creative spark train. I'd spend weeks making excuses to myself and my editors while I waited for the spark. It sometimes came, but in most cases, all I had to do was just sit down with some time and a calm head and think. From personal experience, I believe one must discover their creative process. It doesn't have to make a lot of sense as long as it works, but you also have to be open to changes in this process. Read our cover story for more on the topic.

Also on my mind this week are Covid-19 vaccines. Where are they? Are they here yet? When can I get one? There's way too much information out there about vaccines, wouldn't it be nice if someone gathered up all the information and summarised it for us?

Lastly, sculptures. They're also on my mind this week. But thinking about this one hurts my head. Let's not.

-- Azmin Azran, Sub-editor, SHOUT



## PLAYWATCH

### GAME REVIEW



## MAFIA DEFINITIVE EDITION

*Great game or wasted potential?*

#### OSAMAN BIN AHMED

The original *Mafia* game released back in 2002 was definitely one of the best games of the Pentium era. The game featured mechanics ahead of its time and had great visuals. Fast-forwarding eighteen years, Hangar 13 of 2K Games Inc. has remade this old classic. So, does it live up to the expectations?

#### PLOT (SPOILER FREE)

Simply put, *Mafia: Definitive Edition* is a complete remake of the original. Hangar 13 has made no changes to the core plot whatsoever. The game had vast potential to improve on the already successful, yet old formula. Character dialogues have been recorded from the ground up. This brought a few significant changes to the narrative and has taken a U-turn from some occasions that previously caused tensions. The game has some extra cut scenes that gives the player more behind the scenes to the plot. This results in better story development.

#### VISUALS

The game certainly looks great when paired with decent hardware. Graphical fidelity has come a long way, so has our expectations for realism. Missions such as "A Trip to the Country" really shows the detailed water reflections, rain and lighting effects. Here, *Mafia* checks more boxes than it misses. The game has great details on characters' faces, clothing, vehicles, and has decent lighting effects.

Speaking of lighting effects, *Lost Heaven* looks more like a 1930 Chicago rip-off than ever. Like most games, *Mafia* is not perfect. Xbox users have experienced ghosting effects when against certain surfaces. The central characters in the plot no longer have the same faces as the original, only bearing very slight

resemblances. The characters are equally lovable. Good or bad, you be the judge.

#### SOUNDTRACK

The game definitely has impressive environmental sound effects. Screeching of tires, gunshots from the 1930s guns are satisfying to the ears. There's a drawback though. For those who loved the car radio from the original might be disappointed as the cars have only two radio stations with 30 or so vintage tracks.

#### GAMEPLAY

*Mafia* provides a great driving experience to those who can use the simulation option. The simulation options open doors to mechanics such as tickets for speeding or disobeying traffic signals. Old, but still not present in most modern games. "Lost Heaven" should have been made more interactive by adding accessible shops, bars and options for side gigs. The story mode does not have any monetary value. Guns are given, with no options for selections. Fines don't cost anything either.

*Mafia* comes with its fair share of issues. During my hours of gaming, I have experienced quite some bugs. Invisible cars with drivers, enemies standing still on a chase, Tommy falling on bottomless pits under the streets, and unrealistic damage on cars to name a few.

Despite some of its flaws, *Mafia: Definitive Edition* is still a great remake of the original. Players, be it veterans or new to the series, will have a great time experiencing the best campaign in the *Mafia* trilogy.

Osaman is a curious mind always wondering about AI, simulations, theoretical physics and philosophy. To discuss nerd stuff DM him on [www.fb.com/osaman.binahmed](http://www.fb.com/osaman.binahmed)

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