

# CDPR accepts blame for buggy Cyberpunk 2077 release

## TOGGLE DESK

Management of CD Projekt Red (CDPR) has taken responsibility for the buggy launch of their latest game.

According to Bloomberg, Adam Badowski, Studio head of CDPR, sent an email to the employees of the company acknowledging he was also to blame for the chaotic launch of the game, as he "could not measure how ambitious and complicated it was to create a title of this style."

Additionally, he thanked everyone involved for their effort and dedication and mentioned a change in the company to distribute productivity bonuses to developers and programmers. Previously, the game needed to have a rating higher than 90 on Metacritic to qualify for these bonuses, but that will no longer be the case. He did not elaborate on



what the new requirements will be, however.

Despite breaking multiple sales records on its launch date, the release of Cyberpunk 2077 has been a rocky

road. The PC version of the game is suffering from multiple bugs and performance drops, while the game is performing very poorly on last-gen consoles such as PS4 and Xbox One.

## Virgin Galactic aborts its powered spaceflight after engine breakdown



## TOGGLE DESK

Space tourism company Virgin Galactic had to abort their first powered spaceflight from New Mexico spaceport because premature rocket engine cut out.

As seen in steam provided by NASA Spaceflight, the spaceplane VSS Unity was successfully able to detach from the mothership and ignited its main engine. A failure in the ignition sequence caused the rocket motor to flame out only after a few seconds, as opposed to the full minute of burn needed to propel the vehicle to the edge of space. After the abort, Unity guided back to the New Mexico spaceport and landed safely.

No passengers were on board this flight, though the vehicle was carrying several microgravity payloads for NASA.

In a tweet, Virgin Galactic reported they are inspecting the spaceplane and suggested they may replace the rocket motor for future flights.

## TechBits



Xbox cloud gaming coming to iOS and PC in spring 2021

**Snap introduces native Twitter integration**



Disney+ to add 20 Marvel and Star Wars shows in the coming years

**YouTube rolls out HDR support for live streams**



Hyundai acquires Boston Robotics

## EDITOR'S NOTE

# Silver linings, at last

Look at us. We've almost survived an entire year of the Pandemic. But can we brace up for another? Don't hate me, but from the looks of it, things aren't going back to the old normal any time soon, although a vaccine is set to arrive in January. In this issue, we try to explain why and give you a reality check. And trust me, we hate this as much as you do.

And to save you from frustration, we've also pitched in an uplifting story about Bangladeshis working at Google, in continuation of our Bangladeshis at Big Tech series. We hope you're enjoying it.

The rest, I'm sure you'll figure out as you flip. Read on!

-Zarif Faiaz, Sub editor

# TOGGLE

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