

GAMES

DRAGON BALL: SPARKING! ZERO

A dream come true for Dragon Ball fans

SABIL SADAT ZAHIR

Any *Dragon Ball* fan who was lucky enough to own a PlayStation 2 in the 2000s probably holds a deep nostalgia for the *Budokai* and *Budokai Tenkaichi* series. I remember coming home from school and diving into these games, losing myself in them for the entire afternoon. I was not particularly skilled at these games, but I spent countless joyful hours having epic fights and playing as my favourite characters. And now, as I come home from work to play *DRAGON BALL: Sparking! ZERO*, I feel like I am being swept back to those simpler times.

The game is, in every sense, an enhanced version of the acclaimed *Dragon Ball Z: Budokai Tenkaichi 3*. The game faithfully adapts the power scaling from the manga and anime, so it's intentionally unbalanced. However, that does not mean that simply playing as the canonically strongest characters makes it an easy game. Winning matches, especially in parts of the story mode and in ranked multiplayer, requires a solid understanding of the mechanics and a decent level of skill. But, even as someone not very skilled at fighting games, I found the mechanics of this game much easier to grasp and practise than most other fighting games.

The game's story mode centres around



specific characters, with each character's narrative being further divided into distinct sagas. The "What If" scenarios or "Sparking! Episodes" are the best part of the story mode, as you can diverge from the canon story throughout various points and experience some really fun alternative scenarios.

The game has its flaws, particularly in the presentation of the story mode. It fast-forwards through many events, making it a very condensed version of the original narrative. Another significant issue is the

limited local split-screen co-op. Moreover, while the "Custom Battle" mode allows players to create their own *Dragon Ball* fights and storylines, the customisation options are quite limited.

Nonetheless, *DRAGON BALL: Sparking! ZERO* might be the best *Dragon Ball* game ever made. You can tell that the developers put a lot of passion into the game, as it feels like it was made by *Dragon Ball* fans for *Dragon Ball* fans. While it certainly has some issues, with further updates and expansions, the road only looks bright.

OPPORTUNITIES

Foodpanda – Associate (Content and Onboarding)

ELIGIBILITY

Bachelor's degree in Business Administration or a related field.



Excellent typing speed and accuracy.

Proficiency in using word processing, spreadsheet and presentation software.

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DEADLINE: NOT MENTIONED

Lalamove – Intern (Marketing)

ELIGIBILITY

Currently pursuing or recently completed a degree in Marketing, Communications, Business, or a related field.



Willingness to learn, adapt, and take on new challenges.

Excellent communication skills, both written and verbal in Bengali & English.

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DEADLINE: NOT MENTIONED

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Portfolio of UI/UX design projects.

Up-to-date knowledge of design tools: Figma, Adobe XD.

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