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Subject: Re: Age groups: Graphics vs Gameplay

Posted by [GEORGE ZIMMER](#) on Mon, 09 Nov 2009 06:13:19 GMT

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You forgot to factor in another key element- story. It seems nowadays you can't play a game without it having to have a (usually shitty) story involved. Sonic has to have some overly deep reason to defeat Robotnik/Eggman and save the world from some terribly larger mythological beast that can destroy the world in 5 seconds flat, also he dies and gets revived by a princess through a kiss (this actually happened.), Samus can't just blow shit the fuck up just because she can and because there's some aliens and shit, etc. What the fuck is next, Tetris with Metal Gear Solid-style cutscenes that take 10 years?

It's getting annoying. There are atleast a few games that still focus on gameplay without much story or almost none at all (Team Fortress 2, Left 4 Dead, etc), and a few that pull off story fairly well (Half Life 2, and even yes, Halo, despite the rest being pretty generic). But it seems you can't even have a decent fucking arcade-style fighting game without 10 hour long cutscenes.

That being said, I think all three elements come into play to make a truly wonderful game- graphics, gameplay, AND story. There are a few that pull this off somewhat well (Half Life series, albeit lacking in some gameplay elements... moreso HL2 on that one, some classic games like Ecco the Dolphin), but it seems those games are dwindling.

I actually disagree with you for the most part- most newer generations only care for graphics over gameplay, and most just don't care for story (although, it seems as though they complain when there's a lack of it...). Look at the games that are popular- Call of Duty, Halo, etc. Most other game series are trying very hard to appeal to graphics-hungry people as well. Again, this isn't to say graphics are bad. It's just dumb to focus on only one aspect. Yes, even gameplay being the only aspect is retarded. Mario for the NES and Castlevania and etc made use of the graphic capabilities. Plus, graphics extend beyond just being "realistic". Graphics are responsible for knowing what's what, and the Mario and Sonic games and etc did this very well. Anyone who said games do not need decent graphics are retarded- they just don't need realistic graphics.

Now, out of all 3 important aspects, story is certainly the least important. It depends what kind of game you're playing, of course, but most games don't really need it. I doubt most people play CoD for story... they just play it for the multiplayer and hardly anything else.

So basically, unless a game is centered around the story of a game, it does not need it.

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