Subject: Re: Modern vidya powerhouses
Posted by GEORGE ZIMMER on Thu, 22 Sep 2011 01:20:03 GMT
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R315r4z0r wrote on Mon, 12 September 2011 16:24
But you can also say the same thing about popular games today. Like you said, most popular games today are just FPS games. An FPS is a shooter from first person perspective, so that is an obvious common similarity between all of them. But there are differences enough between them that separate them into their own games.

For instance, do all FPS games allow you to go into stealth a mode like in Crysis?
Yes there are differences, but at their core, a lot of them are awfully similar. The most radically different examples I can think of are the Battlefield games (and other games like it), which have a bigger perspective and such and are even somewhat strategic.

But then that's like Mario and Castlevania... both are platformers. Sure, one involves saving a princess, and the other involves killing Dracula, but stripped to their cores, they share many similarities. And there's nothing wrong with that, but there were other big genre's at the time than just platformers.

R315r4z0r wrote on Mon, 12 September 2011 16:24
A popular game is a popular game, you cannot deny that fact. Despite the copy paste formula that is Call of Duty, it still sells bazillions off copies in the first weeks of its launch. Developers do make a wide variety of games, hence my comment about finding hidden gems... but the fact that people tend to gravitate to the same generic types of games is what makes those games so popular and stand out.
I dunno- even movies still have some diversity in their popular genres, regardless of how shitty they are. And that's a medium that's given us gems such as MICHAEL BAY'S Transformers (A MICHAEL BAY FILM MADE BY MICHAEL BAY), Final Destination 3573, and _____ Movie.

The question isn't just "hurr y modurn gaems so bad" (there's plenty of those questions and subsequent, probably factual answers), it's more like "why the hell are they almost all one genre?".

R315r4z0r wrote on Mon, 12 September 2011 16:24
It really isn't the developers limiting the market with poor variety, it's the consumers only being interested in such a small variety of the games that are out there. That's why I said that if you're the type of person who wants something different, you have to look past what is popular and find the games that people overlooked.
I disagree- Assassin's Creed and various other games sell quite well, and I'm sure someone would buy a game that's basically Assassin's Creed but set in a gritty post-apocalyptic setting (with minor tweaks and changes naturally, but still the same at its core). I'd probably even buy it.