

A Gamer" Travelogue

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Unreal Tournament. A great game, but does anyone really know the characters and the story plots to it all. I don't think I know anyone who does. But those are the things I like to take interest in and review.

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1 - World at War; World War II meets Zombies.

Call of Duty; World at War is a 1st-person shooter taking place in 1942, the time after the great depression, the time of World War II where over 60 million people died fighting for their countries. Though the story is not based on true events; it is entirely fictional, though it wasn't made by Tom Clancy shockingly. Though it does reference many events from World War II, such as in the final mission wounded you slowly make your way to plant the USSR flag due to Resnov's hand being damaged still and claim victory in Berlin.

Though I don't want to confuse you, this does take place during World War II although the storyline doesn't follow anything you'll learn in a history book. (i.e; fictional)

You play your way as an American soldier(C. Miller) who was captured by Japanese soldiers and a survivor(Dimitri Petranko) of an attack from Germany in Stalingrad. Throughout the game the storyline structure between the two of them stays quite nice unlike the storyline in Modern Warfare two, whereas you play as multiple characters and during the missions you change characters but the only thing that seems to change is the names. Although sadly, as interesting as I would have found it; you do not meet him anywhere in the game, nor are they connected at all.

It's been commonly discussed on who should have really published the game; Infinity Ward(Creators of Modern Warfare 2) or Activision(Creators of World at War). My thoughts on this are that Infinity Ward's graphics are much better, although its physics and gameplay is unbearably unrealistic. Which is why in this case I'm glad Activision produced it and made minor flaws, but still made it more realistic.

Overall the game is as good as for its time, and personally started my competitive nature with FPS's on consoles. Looking back on it now, the gameplay is really glitchy and from the jump to Black Ops they've made countless improvements on the game's engine. Much more to say the least than from MW2 to MW3. The controls are really simple, and what I don't like about it now is that it's just really frustrating to play at times when the only diversion you have is to crouch or lie on the floor. The multiplayer though I enjoyed it a lot, isn't really the highlight of the game.

Nazi Zombies is what made this game bigger than most, and what has made Black Ops such a success. Left 4 Dead and many other zombie games were already made in the past that were fantastic, but mixing a First-Person Shooter combined with World War II Activision took on a completely new theme and perspective to the idea of zombies. Playing as 4 of the most devious characters to represent the different areas involved in World War II. It was nothing close to a cliché, as everyone fell in love with the simple but advanced 1940s technology that we apparently don't have hold of today.

Using a large collection of older weapons that legitimately existed in that time, and being able to upgrade them, use them yourself, and do it all with one primary goal: Kill Zombies. It stood out so much in games coming out at the time, there was no reason for it not to be a success. Finally something original, and actually fun to play? O LAWDY, I MUST HAVE IT. Modern Warfare 2 shortly came out after World at War and the game quality is clear engine wise that MW2 was better, but even then I still preferred World at War for realistic reasons. I never liked how MW2 was always fast-paced, and that was literally the

game's theme. It was never about being realistic, but causing adrenaline and giving a rush to the players. Raising sense. Which isn't bad, but as a concept for an entire game I felt WaW was always better.

The factor I always feel people ignored was who made the original call of duties before Modern Warfare. People always think that its the original work of their's, and that without Modern Warfare, there would be nothing. No, there were infact 4 other Call of Duties that were mainsteam sellers beside Medal of Honor that I know of even before Modern Warfare was ever in the works. But not for Consil, rather, PC.

There's a lot of controversial subjects to the game, but overall what I have to say is that World at War was a step in a new direction. Most people aren't aware of this fact, but Infinity Ward is owned infact by Activision Blizzard. Infinity Ward even before "Activision-Blizzard" was formed was still a holding company to Activision when they were solo. So to anyone who says "INFINITY WARD KNEW WHAT THEY WERE DOING, ACTIVISION IS shoot", you have no idea what you're talking about and need to get your facts straight.

2 - ROBLOX; The Children 'Brain Game'.

Created in 1998 and was originally called "Goblocks", until the name was changed to ROBLOX after its future updates when still in Alpha. After it changed its name to ROBLOX it created a virtual currency for the website to purchase the products on the site for your characters customization. The currency was called "ROBLOX Points" until it was changed to something more original again in 2007 after the creator and staff realised finally how lame CEO David Baszucki was at titling things. They called this "ROBUX", and beside it was another currency called "TIX". How BUX(metaphorically; bucks; dollars) and TIX(metaphorically; Tickets) have any similarities at all is above me. Though I think they've realised that the users have fell in love with it for the originality of it, even though it is still lame.

Yes, ROBLOX the stereotypical '*kids game*' where you buy hats, build anything, and its all "FREE". This is a game I'm sad to say I know too much of and though I enjoyed it in it's earlier days back in 2007; The game has completely destroyed itself from the ideal of "BUILD ANYTHING, ALL FOR FREE" and replaced it with "BUY BUILDERS CLUB, BUY STUFF WE MADE FOR YOUR CHARACTER CUSTOMIZATION; ITS STILL FREE BUT PEOPLE DON'T CARE ABOUT THE GAME ANYMORE BECAUSE OF OUR EVERYDAY ADVERTISING AND FOCUS ON THE CATALOG".

The stereotypes now a days are correct, the game is infested, overloaded, and uncontrollably populated by children. People say its bad for players who are 17 to play the game, while that is *not* true. I will say this though; The children on ROBLOX over the years have had an effect on newer players that has spread like an infection to all players in general of the game as its population has spread from a measly 100,000 when I joined, to the 10,000,000 it is currently. This 'effect' I speak of is something I like to call, *Overzealous Ignorance*.

The reason being is that children are very immature, and children like to be better then everyone else. Now put 10 MILLION of them in one place and watch everything fall apart.

Typical ROBLOX users are generally young, have bad grammar, and are VERY over-confident about everything he/she does and/or makes. If said person made a model, he/she will speak of it like they made it even if they copied it just to try and look good. The goal of them is to get popular or as they refer to it as famous most of the time; thinking that popularity is great, after being mislead by common celebrities who portray this to the public constantly. Like Justin Bieber for instance. Saying, "Oh, its not for the money. I just want to make people feel better" is a typical saying that without even thinking most users have engraved in their minds. Once this goal is reached, the result is depressing to watch as the child becomes depressed usually and then threatens to quit as if he/she were killing themselves. Asking and baiting for sympathy from other players but then rejecting it inevitably in the end and not caring then doing what they threatened to do from the beggining only to come back and do the opposite thing the next day AKA Lying to themselves and the public.

A very confused and unlogical state of mind that is brainwashed into them and more users everyday by the communities young mind spreading it more and more.

The game does have its own version of LUA that you can use to script with in the games you make and

create tons of crazy things; and I personally feel that its going to have a HUGE impact on children's interest in Computer related job fields when they're older just because of the feature being there. TONS of children on the site try and want to learn how to script just so they can make better places just because of this game, and tons have already. The knowledge of something so much more difficult than average jobs that is actually interesting I think is a great thing and could possibly help their futures even just for something they wanted to do for a game.

Now that all is just my personal output on the community majoritngly and the users, administrative staff tactics, and general features that would concern you.

Putting most of the problems and just general facts that people try to ignore when speaking about it, the game isn't that bad. The gameplay, scripting, building, everything you do in the game is all based on your skill of it. You won't be able to just build a mansion in 20 minutes after joining, though is it possible? Of course, and that's where I keep my interest personally at. The open-side for creative thinking and original things to be made. Sandbox genre games like Little Big Planet and Minecraft are good, but in comparison to ROBLOX they really hold back what you can build and what you can't while ROBLOX makes it literally where you can build anything. The only loophole is that it has to be appropriate. Though if you were immature to where you would want to build a giant penis or something, to begin with I wouldn't want you to join the website either. Let alone influence others to do what you did.

There is one last thing to discuss however, and that is Clans & Guilds. The clans on ROBLOX are more than likely the most pointless clans you'll ever find online. The majority of the clan's "PROGRESS" is role-playing in a fight of something like 10 vs 10, you vs another clan. The fights are always unfair and they're never fully legitimate as well. If you play the game for a long time like I have since 2007, you'll join them sooner or later to get the knowledge of them and keep your interest moving. Though to be frank, I would just avoid them if you could.