



game informer

**Dragon Age:
Inquisition**

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CALL OF DUTY[®]

ADVANCED WARFARE



Call of Duty: Advanced Warfare Review

Call of Duty: Advanced Warfare takes players to a terrifying future with drones, harmonic pulses, and tablets. The game offers stunning backdrops like Seoul, Seattle, and Abu Ghraib, blending modern combat with a unique leap forward in fundamental gameplay.

The narrative follows a companion's death on a mission, with his father's paramilitary business aiming to prevent senseless deaths. Spacey's character is hammy and one-dimensional, but the novel takes a more analytical approach to authoritarianism, fascism, and war despite its rushed conclusion.



This shooter environment blends elements, allowing players to drive, fly, and participate in unique missions. The action never stops, and players learn about technology throughout. Challenges include covert missions, grappling exo suits, and creating unique environments.

The HBRa3 weapon was discovered in a supply drop, and players can exchange it for XP for 20 ranks. These drops add a reward loop to Call of Duty multiplayer, making them a secret sauce. The excitement of receiving new gear after a rough run is a highlight.

The game offers traditional multiplayer modes like Team Deathmatch and Kill Confirmed, as well as newer ones like Uplink, a cooperative survival mode for those not comfortable with competitive play or aiming for record waves.

Call of Duty: Advanced Warfare's single-player campaign offers a nostalgic summertime cinematic experience, while multiplayer offers endless customization options for a satisfying experience.



What Makes Call Of Duty: Advanced Warfare Different

Monthly features will showcase Call of Duty: Advanced Warfare, with Sledgehammer Games as principal developer. Studio chiefs Glen Schofield and Michael Condrey discuss their ambitious plot, protagonist Private Mitchell, and gameplay modifications. Watch the video for more information.

Imagining The Future For Call Of Duty: Advanced Warfare

Sledgehammer Games is stepping away from its predecessors with Call of Duty: Advanced Warfare, establishing a whole new universe for the franchise. The goal of studio heads Glen Schofield and Michael Condrey was to build a futuristic, non-sci-fi” environment set in the year 2054. We discussed the difficulties of developing a brand-new future vision and its implications for the Call of Duty series with Schofield and Condrey.



Inside Call of Duty: Advanced Warfare's Future Tech

Call of Duty: Advanced Warfare from Sledgehammer Games is not the first game in the franchise to shift the timeline forward in time. Nonetheless, the gameplay incorporates the studio's 2054 vision of futuristic technology more thoroughly than any previous entry in the franchise. This is a peek at some of the cutting-edge gear and vehicles from Sledgehammer's solo, next-generation Call of Duty premiere, including an Exo suit and a rifle that 3D prints shots.

Hover Bike

Advanced Warfare features a futuristic hoverbike inspired by real-world vehicles like motorcycles and snowmobiles. The smart glass windshield blends with game elements, while angular armor deflects enemy fire. Players escape quickly through Detroit's flooded streets.





Exo Suit

Advanced Warfare's future will feature streamlined, adaptable Exo suits, enhancing strength and agility. These large, heavy suits require large batteries and can perform various actions, including sprinting, jumping, lifting objects, and punching through doors. Some characters can also wear mechanical armor.

Tanks and Aircraft

Modern military vehicles use sharper angles to weather blasts and projectiles, like hover bikes. Sledgehammer predicts future changes in military vehicles like MRAPs, tanks, and helicopters, with vertical takeoff eliminating the need for runways. Advanced Warfare's aircraft carrier features platforms for reloading, showcasing the evolution of military vehicle design.

3D-Printer Rifle

The Defense Advanced Research Projects Agency (DARPA) is developing advanced weaponry, including a plasma gun, which was observed during Sledgehammer Games. The campaign for Advanced Warfare features other energy weapons, including a SUV with a turret.





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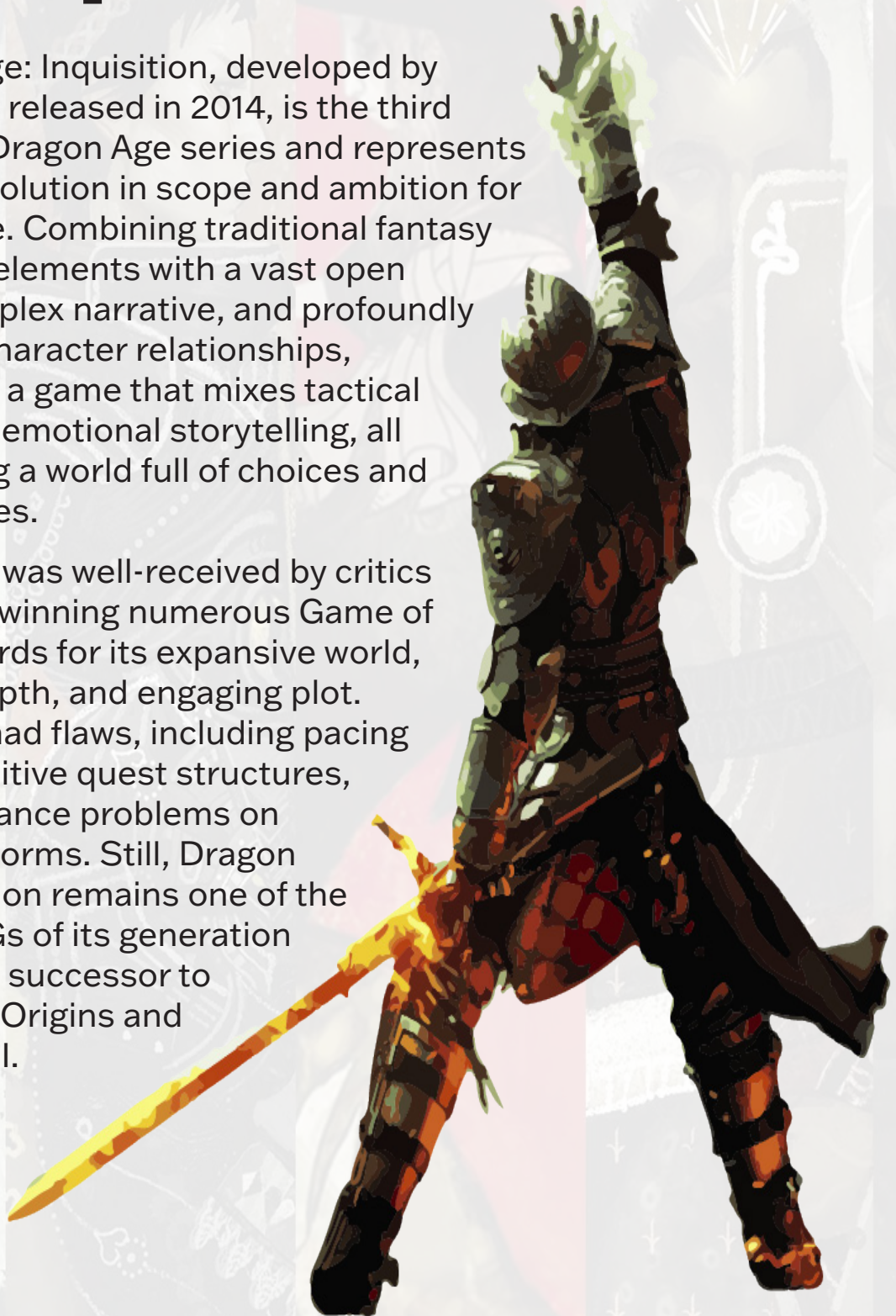
The image is a title card for the video game Dragon Age: Inquisition. It features a dark, atmospheric scene of a stone tower with a wooden roof, set against a cloudy sky. The title 'DRAGON AGE' is in a smaller font above 'INQUISITION', which is in a larger, more prominent font. The 'I' in 'INQUISITION' is stylized with a red and purple gradient.

DRAGON AGE
INQUISITION

Dragon Age: Inquisition Review

Dragon Age: Inquisition, developed by BioWare and released in 2014, is the third entry in the Dragon Age series and represents a massive evolution in scope and ambition for the franchise. Combining traditional fantasy role-playing elements with a vast open world, a complex narrative, and profoundly interactive character relationships, Inquisition is a game that mixes tactical combat with emotional storytelling, all while offering a world full of choices and consequences.

The game was well-received by critics and players, winning numerous Game of the Year awards for its expansive world, character depth, and engaging plot. However, it had flaws, including pacing issues, repetitive quest structures, and performance problems on specific platforms. Still, Dragon Age: Inquisition remains one of the defining RPGs of its generation and a worthy successor to Dragon Age: Origins and Dragon Age II.



Character Development and Companions

The Inquisition, a vital component of the Dragon Age series, boasts a diverse and memorable cast of companions, each with unique motivations, backstories, and personalities. Each character feels fleshed out and multi-dimensional, from Cassandra Pentaghast to Dorian Pavus.

The Inquisitor game allows players to form relationships with companions through dialogue, quests, and interactions, which can lead to friendships, romances, or rivalries. The game offers numerous romance options, allowing players a high degree of agency. It creates a sense of belonging, with companions acting as genuine allies and friends.

The characters in the story are engaging and well-written, but some feel stuck in one-dimensional roles. Some party members have more development, and certain plotlines feel more fleshed out than others. However, companion banter and emotional moments help mitigate this issue.

Choices and Consequences

As with previous Dragon Age games, your choices have far-reaching consequences, both in the short and long term. Decisions you make during the main story, side quests, and conversations can significantly impact the fate of characters and entire regions. The game does an excellent job of making your choices feel meaningful, with some outcomes being bittersweet or morally gray.

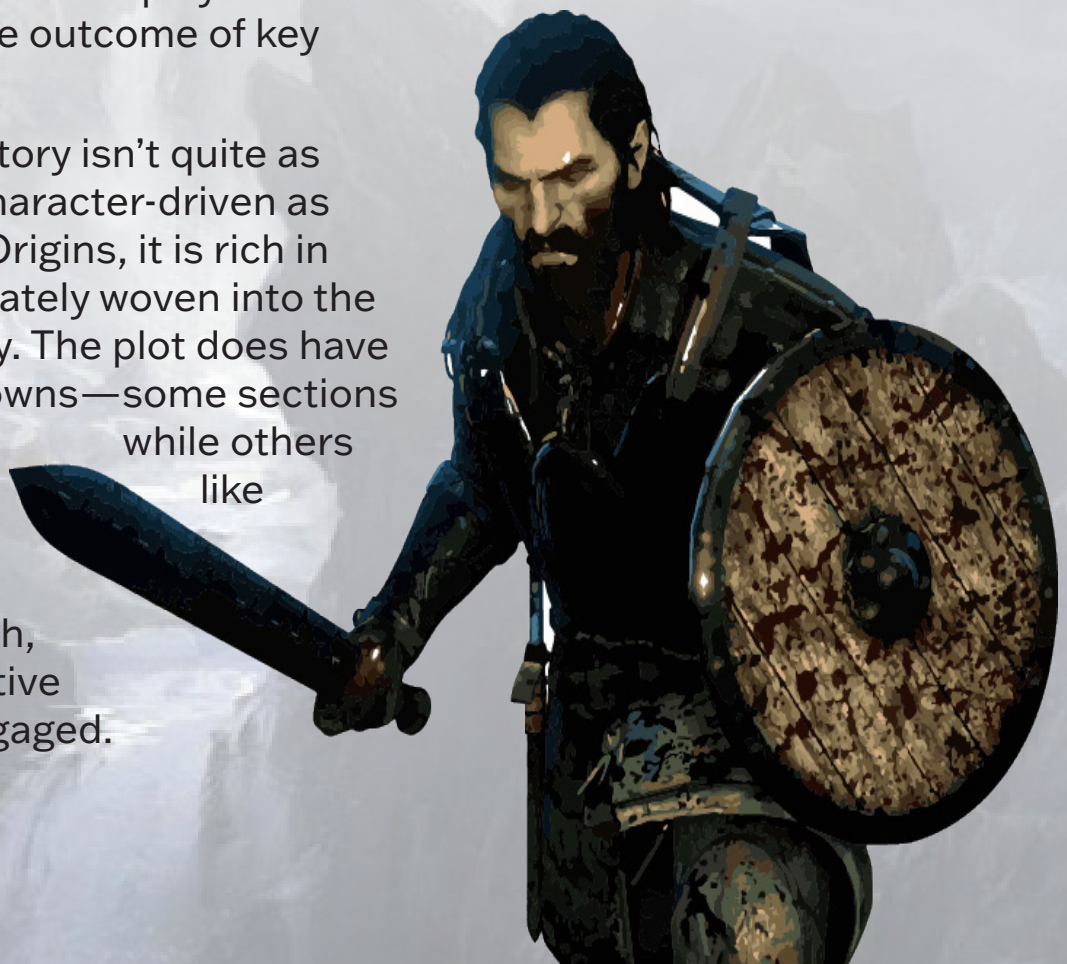
The decision to side with certain factions, influence the direction of the Inquisition or help certain characters can shape the overall state of Thedas by the end of the game. This allows for replayability, as different choices lead to different outcomes and story paths. Whether you save or condemn certain characters or align with mages or templars, your actions directly impact the world, making you feel the weight of your decisions.

Story and Setting

Dragon Age: Inquisition is set in Thedas, a rich, detailed world steeped in magic, political intrigue, and religious strife. The story begins with the catastrophic “Breach,” a massive tear in the fabric of reality threatening to tear the world apart. You play as the Inquisitor, a leader of the newly formed Inquisition, tasked with closing the Breach and restoring order to a world on the brink of chaos. As the Inquisitor, you’re granted the unique ability to interact with the Veil (the magical barrier separating the physical world from the realm of the spirits), making you a key figure in stopping the disaster.

The central plot revolves around dealing with the aftermath of the Breach while also navigating the complex political landscape of Thedas. The Inquisition is embroiled in conflict with powerful factions, including the Chantry (a religious order), mages, templars, and a mysterious group called the Elder One. The narrative also explores themes of power, corruption, faith, and the struggle between magic and religion, with the player’s choices influencing the outcome of key events.

While the story isn’t quite as personal or character-driven as Dragon Age: Origins, it is rich in lore and intricately woven into the world’s history. The plot does have its ups and downs—some sections are gripping, while others feel more like filler—but overall, the stakes are high, and the narrative keeps you engaged.



The World of Thedas

One of the most significant improvements in Inquisition over previous games is the sheer size and scope of the world. The game features several massive, interconnected regions with unique environments, factions, and stories. The open-world nature of the game gives you a sense of freedom, allowing you to explore everything from lush forests and bustling cities to icy mountains and desolate wastelands. Each zone feels distinct, and there's a real sense of discovery as you explore new areas and uncover hidden treasures or secrets.

Regions like the Hinterlands, Emprise du Lion, and The Storm Coast contain side content, including various quests, collectible items, and points of interest. While not every side quest is groundbreaking, the sheer volume of content ensures that there's always something to do, even if it's as simple as tracking down bandits or collecting resources.



Gameplay and Combat

Dragon Age: Inquisition is a real-time tactical RPG with strategy elements, offering fast, visceral combat with various weapons and abilities. Players can pause combat and issue orders, balancing action and strategy based on their preferred playstyle.

The combat system is highly customizable, offering various abilities for different playstyles like sword-and-shield combat, magic, archery, or dual-wielding. Additionally, a crafting system allows players to create new weapons, armor, potions, and modify equipment for additional boosts.

The game introduces the “Inquisition” organization, allowing players to assign companions to complete missions and influence Thedas. The “War Table” system allows agents to gather information, sabotage enemies, and make political moves, requiring resources and time.

The game’s combat and mechanics are satisfying, but repetitive side quests and large zones can detract from its pacing, as players spend time gathering resources and hunting enemies.



Graphics and Sound

Dragon Age: Inquisition is a visually stunning game, especially considering the scale of the environments. The game uses a detailed and varied art style, from the lush forests of Ferelden to the grandeur of Orlais' castles. The lighting, weather effects, and character models create a believable world. The game also features high-quality animations and facial expressions that help bring the characters to life, even in more static moments.

The soundtrack, composed by Trevor Morris, is one of the standout elements of Inquisition. The music perfectly complements the game's tone, with sweeping orchestral scores during battle sequences and somber melodies during more intimate moments. The voice acting is top-notch, with each character voiced by a talented cast, including notable actors like Freddie Prinze Jr., Claudia Black, and Mark Meer (who returns as the male Inquisitor voice).



