

'Wolfenstein' makes games fun

Austin Gonzalez
OPINION EDITOR

Video games offer an amazing media for interactive art and experience, but often, people just scoff as they see the next Call of Duty title take the best seller slot year after year. Many modern First-person shooter (FPS) games have fallen into a groove of linear cinematized single player action with the promise of more dynamic multiplayer battles. "Wolfenstein: The New Order" is a robust example of what video games, and First person shooters in general, can be, if developers focus on creating a great game and not just great profits.

An integral part of the game that differentiates them from other media is that the player is part of the creation. Wolfenstein never forces the player to choose a specific tactic. You can choose to move unnoticed and sneak from guard to guard. Or you can go the ridiculous route, dual wielding automatic shotguns as your enemies fall around in waves of crashing glory. The choice is up to the player and it never feels like you're being pushed from point A to point B. In terms of

a bigger picture, there are points in the story where decisions you make directly affect the branch your path will lead down. It manages to create agency while maintaining a relatively linear narrative.

"Wolfenstein: The New Order" also uses collectables and added game modes for increased playability as you slog your way through Futuristic Nazi guards in an alternate timeline look for pieces of the enigma code. Once you've collected 8 you can try to crack the code to open up new game modes. Find all the codes to unlock 4 new modes in total. There are also scattered Easter eggs and history notes which add to a genuine setting.

To really take advantage of this game, use a console controller to fully enjoy the interesting control scheme and peek features. In the end, it is amazing fun to mow down thousands of Nazi's without a care in the world. There are added modern benefits that increase how many times you can enjoy this game. This game harkens back to a simpler time in FPS history where you could just have fun and not be forced through a movie with a controller in your hand.

Tech[nology]News:

OnePlus One invitation valuable

Kyle Stanevich
BUSINESS MANAGER

If you are in the know, you might have heard of this cool new phone, the OnePlus One. It is an amazing piece of hardware, with a 2.5GHz Quad-core processor, 3 GB RAM, 13 megapixel back camera, 5 megapixel front camera, and a 5.5 inch 1080p screen. It has been dubbed the "2014 flagship killer," and rightly so. There is no other phone out there right now that could beat the OnePlus One.

While I will do a review of the phone in the future, today I will instead talk about how I came to get the phone. Because the company OnePlus is a small company and they are just getting into the phone manufacturing business, their production rates are not very high. They are trying to get their production up to the level of other phone manufacturers, but until they do, one has to win the phone through a competition or be randomly selected to receive an invitation to buy it. This way, they can control their stock of phones to make sure that they do not keep running out of stock.

I did not get an invitation or win a competition to get this phone; instead, a good friend of mine from high school did. He entered a free event by the company called the "Storm of Invites." All someone had to do was perform certain actions like liking them on Facebook, or subscribing to their newsletter. With less than a 0.5% chance of winning, he won an invite. However, the week before the competition ended, he bought an HTC One.

Plus, the OnePlus One is not compatible with his current cell phone service provider. Being a good friend, he knew that I was interested in the phone. He emailed me the invitation code that he won and I bought the phone for myself.

It is a great phone, and it comes at a great price. I got the 64 GB version of the phone, which only cost \$350. As a comparison, the Samsung Galaxy S5 will cost about \$650 without a contract. And even better is that the phone has a custom version of Cyanogen mod on it. You are free to root it, unlock the boot loader, and mess with any of the other phone settings without voiding any warranty. All in all, it is a fantastic phone and a nice upgrade from my old phone.

LEGO Movie impresses

Austin Gonzalez
OPINION EDITOR

"Everything is Awesome" is the only thing that will be in your head after watching The LEGO Movie.

Filled with wit, laugh-a-minute jokes, and great animation, this feature-length "stop-motion" LEGO movie is nothing short of fantastic. In it, Lord Business is seeking to unleash the Kragle on the unsuspecting Brickopolis and only through the help of the Special, the chosen one, can he be stopped. However, the only thing special about this Special is how remarkably unremarkable he is. With some guidance from the worlds' Master Builders, the journey begins with the fate of the LEGO universe in the balance. It's a family-friendly fun time and ultimately is about what LEGO has always stood for: imagination and creativity. It's about being a kid and approaching problems differently with a fresh point of view.

The movie is, sort of, entirely made out of LEGO. The LEGO scenes are made using the free-to-use LEGO building software, Digital Designer, which is now prominently

served by Google. The design team calls the style "dumb-pressive," so realistic and simple that it's dumb, yet impressive. For instance, with the right angle, you can see a thumbprint on the main character's body piece and there are gum wrapper robot disguises which are clever and bring a smile to your face. The team "researched" by traveling and just having fun. It really shows in some of the scenes. The movie also features an all-star cast including Will Ferrell, Will Arnett, and other greats.

Even if you're not a fan of LEGOs, imagination, fun, whimsy, laughter, or general happiness, the LEGO movie is visually impressive and can serve as a model example for aspiring 3D modelers. The movie creates believable lens proxies, mimics stop motions, and even makes use of a virtual Steadicam rig for its cinematography. LEGO people can't shrug. They have no way to kiss or hug. The use of LEGO is extremely limiting but was embraced, and the effect is unnoticeable. All of this is managed with easily available software such as MAYA and OpenGL.

The LEGO movie truly is the biggest movie ever assembled.

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