



INDIGO PROPHECY

DEVELOPER: QUANTIC DREAM

DISTRIBUTOR: ATARI

Indigo Prophecy is the blast for the narrative story games. Indigo Prophecy is a game, which presented in a cinematic fashion as in film. The camera angles often hop around to highlight the environment from certain set angles. Each character has their own story developed. The player learns details about each character's lives and histories. At the beginning of the game scene when you start to play, player will find himself in the role of a murderer. Throughout the game all the pieces of the puzzles start to reveal. The story leads player to find out the sequence of the story until the end of the game.

Storyline and Plot

Indigo Prophecy is fun to play as engaging narratives go along. Through Indigo Prophecy you'll mainly control three characters, Lucas Kane, Carla Valenti, and Tyler Miles. Each character has its own way of living and mindset they go by.

There are also split screen actions to see what other characters are doing at the same time. This split screen recall like a comic book lay out. It enables to see multiple characters at the same time, but only have control of one at a time. The story line is different in sequence as the player could decide what to do from options that appear in the game.



Game Play

Instead of doing things completely by your controls button like other games, the game does it for you if you hit the right buttons. Every conversation in the game can take multiple paths. There are many difference sequence depends on your choices. As soon as a character is initiated, a time bar starts to decrease across the screen and above that is a range of conversation options. I think this keep the player engaged in what's going on, as the player will have to stay focused on what's being said and decide quickly.

Indigo prophecy is different than the previous game I played before as it have consequence unlike half-life that it lead you to one direction and concentrate on one character instead of multiple character. Therefore, player only focuses on one single character action in half-life. The walk path in half-life is limited to the specific design as it has only one way to follow the sequence. In addition, Indigo Prophecy storyline took many sequence and not in the same order due to the decision of the player. I also played it on PS2 version and found it to be easier to play on the playstation than the PC version, as it is not so complicate command like in a PC controls key. Sometimes I screw up on the command by pressing wrong direction in pc, but with joystick I hardly made mistake.

Graphic

Graphic of Indigo Prophecy is not top of the game compare to others that released in the same years. Overall graphic is moderate or even better than many games that came out in the same year, however an up close the details just aren't there to see. The game's sound, story, and characters are strong, and the variety of situations that players will encounter is numerous. If the graphic is better than what it have for the close up shots it would help to make the game even more realistic and have a movie like approach.