



Original God of War Creator Criticises Sons of Sparta Decision

Description

David Jaffe, the creator of the God of War series, has expressed strong dissatisfaction with the latest game, *Sons of Sparta*. This new 2D side-scroller was announced during last week's PlayStation State of Play and is developed by Mega Cat Studios in collaboration with Santa Monica Studio. The narrative focuses on Kratos and his brother Deimos during their youth at a Spartan training facility known for its harshness.

Upon its release for PS5, Jaffe critiqued the game in a nine-minute YouTube video, stating, "I don't like it, I don't recommend it." He went further, calling it "crap," "dumb," and "stupid." Although he acknowledged that the gameplay was "fine," he questioned the need for the game's existence.

Jaffe lamented the dialogues within the game, suggesting they disrupt the pace and criticized the quality of voice acting. He expressed confusion over creative decisions, particularly about the characterisation of Kratos, arguing that the team seemed to disregard the established values of the franchise. He stated that fans likely expected a game reminiscent of the earlier titles instead of what he saw as a generic interpretation of the character.

Moreover, he compared *Sons of Sparta* unfavourably with other recent games, arguing that it lacked the production quality fans expect. Jaffe posited that many players would not be interested if the game were detached from the God of War name.

In a promising development, Sony announced plans to remake the original God of War trilogy, though this project is still in its early development stages. Fans await further updates on this endeavour.

Vocabulary List:

1. **Dissatisfaction** /,dɪs.ə'sæt.ɪs.fæk.ʃən/ (noun): The feeling of being unhappy or displeased.
2. **Critiqued** /krɪ'ti:k/ (verb): Expressed a critical opinion or analysis.
3. **Gameplay** /'geɪm.pleɪ/ (noun): The way in which a video game is played including the mechanics and rules.
4. **Characterisation** /,kær.ək.tər.ɪ'zeɪ.ʃən/ (noun): The representation of a character in a work of art or literature.
5. **Production** /prə'dʌk.ʃən/ (noun): The act of creating or manufacturing something especially in large quantities.
6. **Remake** /ri:'meɪk/ (verb): To make something again or in a different form.

Comprehension Questions



Multiple Choice

1. Who is the creator of the God of War series?

- Option: David Jaffe
- Option: Cory Barlog
- Option: Hideo Kojima
- Option: Todd Howard

2. Which studio developed the game *Sons of Sparta*?

- Option: Mega Cat Studios
- Option: Naughty Dog
- Option: Epic Games
- Option: Blizzard Entertainment

3. What platform was *Sons of Sparta* released on?

- Option: PS5
- Option: Xbox Series X
- Option: PC
- Option: Nintendo Switch

4. What aspect of the game did David Jaffe acknowledge as "fine"?

- Option: Gameplay
- Option: Graphics
- Option: Storyline
- Option: Music

5. What did David Jaffe criticize about the dialogues in the game?

- Option: Pacing
- Option: Character design
- Option: Combat mechanics
- Option: Level design

6. What promising development did Sony announce regarding the God of War franchise?

- Option: Remake of the original trilogy
- Option: Release of a mobile game
- Option: Collaboration with Nintendo
- Option: Launch of a comic book series



True-False

7. David Jaffe was satisfied with the game *Sons of Sparta*.
8. The game *Sons of Sparta* was announced during PlayStation State of Play.
9. David Jaffe praised the voice acting in *Sons of Sparta*.
10. The narrative of *Sons of Sparta* focuses on Kratos and his sister Athena.
11. Sony plans to remake the original God of War trilogy.
12. David Jaffe compared *Sons of Sparta* favorably with other recent games.

Gap-Fill

14. David Jaffe criticized the voice acting and quality of _____ in the game.
15. Many players would not be interested in *Sons of Sparta* if it were detached from the _____ name.
16. Sony announced plans to remake the original God of War trilogy in its early development _____.
17. According to David Jaffe, the team seemed to disregard the established values of the God of War _____.
18. The narrative of *Sons of Sparta* focuses on Kratos and his brother _____ during their youth.

Answer

Multiple Choice: 1. David Jaffe 2. Mega Cat Studios 3. PS5 4. Gameplay 5. Pacing 6. Remake of the original trilogy

True-False: 7. False 8. True 9. False 10. False 11. True 12. False

Gap-Fill: 14. dialogues



15. God of War 16. stages 17. franchise 18. Deimos

Vocabulary quizzes

Multiple Choice (Select the Correct answer for each question.)

1. What term describes an improvement or upgrade in performance?

- Option: Exploitation
- Option: Enhancement
- Option: Defiance
- Option: Marginalized

2. Which word means to warn someone about a potential risk?

- Option: Interred
- Option: Cautioned
- Option: Depend
- Option: Harmonic

3. Which phrase is commonly associated with how well someone or something functions?

- Option: Characterisation
- Option: Performance
- Option: Interplay
- Option: Oscillation

4. What word is used to describe something that consists of many different and connected parts?

- Option: Formidable
- Option: Complex
- Option: Dissatisfaction
- Option: Producing

5. Which term relates to art or creativity?

- Option: Gameplay
- Option: Artistic
- Option: Exploitation
- Option: Oscillation

6. What word refers to a specific task or job that a person or group is assigned?



- Option: Encounters
- Option: Mission
- Option: Consistent
- Option: Rites

7. What term describes the feeling of not being satisfied with something?

- Option: Depend
- Option: Dissatisfaction
- Option: Interred
- Option: Resonate

8. What word refers to the action of using something unfairly for one's own advantage?

- Option: Defiance
- Option: Interplay
- Option: Persecution
- Option: Exploitation

9. Which word means very great or intense?

- Option: Profound
- Option: Interred
- Option: Harmonic
- Option: Marginalized

10. What term describes the action of swinging back and forth at a regular speed?

- Option: Encounters
- Option: Oscillation
- Option: Elucidate
- Option: Artistic

Gap-Fill (Fill in the blanks with the correct word from the vocabulary list.)

11. The success of the project will _____ on the teamwork and resources available.
12. The studio announced plans to _____ the classic movie with modern technology.
13. During the hike they _____ several obstacles including rocky terrain.
14. The author's _____ of the protagonist was compelling and relatable.
15. The soldier was _____ with full military honors in the national cemetery.



16. The team faced a _____ opponent known for their skilled players.
17. Her _____ talents were recognized when she won the regional art competition.
18. The athlete trained daily to build _____ in her performance over time.
19. The choir's _____ rendition of the song moved the audience to tears.
20. The _____ of light and shadow created a stunning visual effect in the painting.

Matching Sentences (Match each definition to the correct word from the vocabulary list.)

21. The chef emphasized the importance of consistency in baking for perfect results.
22. The performers created a harmonic blend of voices that captivated the audience.
23. His defiance in the face of challenges inspired others to stand up for their beliefs.
24. The documentary shed light on the exploitation of workers in the garment industry.
25. The professor aimed to elucidate complex theories for the benefit of her students.
26. The speaker delivered a speech that had a profound impact on the audience leaving them inspired.
27. The film studio decided to remake the classic movie due to its enduring popularity.
28. Her artistic vision transformed the ordinary space into an extraordinary gallery.
29. The project aims to empower marginalized communities by giving them a voice in decision-making.
30. His performance in the play garnered critical acclaim from reviewers.

Answer

Multiple Choice: 1. Enhancement 2. Cautioned 3. Performance 4. Complex 5. Artistic 6. Mission
7. Dissatisfaction 8. Exploitation 9. Profound 10. Oscillation

Gap-Fill: 11. depend 12. remake 13. encountered 14. characterisation 15. interred 16. formidable 17. artistic
18. consistency 19. harmonic 20. interplay

Matching sentence: 1. consistency 2. harmonic 3. defiance 4. exploitation 5. elucidate 6. profound 7. remake
8. artistic 9. marginalized 10. performance



CATEGORY

1. Sci/Tech - LEVEL5

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1. ESL learning
2. esl news
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4. Level 5
5. Sons of Sparta
6. worst decisions

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Author

aimeeyoung99

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