
Something we ought to see

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[The following transcribes a post made to the TC:339 class blog as an assignment on 1-29-2006.]{mos_sb_discuss: 4}

Now that I'm rockin' the Nintendo DS, I've come to understand just how potent wireless-hand-held-multiplayer is. Being able to tell my buddies to bring their DS to the crib and being able to throw-down on Mario Kart DS, without needing cords or game-disks for everyone, is just amazing. Mention the fact that Nintendo has set up their Nintendo-WiFi online gaming service, at no additional charge, and I'm a happy camper.

The only problem currently with the system is that there aren't a wide range of games available for online play. Animal Crossing is too awkward to get online with (I've yet to pull it off), and Mario Kart, while fun, is still not exactly my favorite game ever. While the DS will be getting Metroid Prime: Hunters, an FPS, to the online set up by March, that still only makes a few titles up for grabs on the DS, and only MP:H being one of a genre that naturally lends itself to online play.

So then I tried thinking about what great game's on the console I've played online in "generations" past. The first thing that came to mind was the Dreamcast hit Phantasy Star Online.

Before Sega introduced a monthly fee, this game was a great online RPG that could be played both offline and online.

In the NGC and Xbox versions of the game they introduced offline multiplayer, which was also a lot of fun.

However, PSOver2.0 for DC and every version after also had a monthly fee, which curtailed a lot of us high school students with no money from playing it.

I think that if Nintendo could get some up-and-coming game development studio to develop them a good online RPG that doesn't try to go nuts on the MMO parts and just tries to be a rewarding online/offline dungeon crawl experience, they would be sitting on a gold mine — especially if they make the game connect through Nintendo WiFi, and thereby cost no more than the cost of the game disk itself.