
The Detail Password

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About This Game

The Detail, a crime noir adventure in a modern American city.

Controlling the actions of a bitter veteran detective investigating a brutal gangland murder and a refo 5d3b920ae0

Title: The Detail
Genre: Adventure, Indie
Developer:
Rival Games Ltd
Publisher:
Rival Games Ltd
Release Date: 28 Oct, 2014

English

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I like the game for it's approach to telling a story, which is, for the most part, well put in scene. The story itself however always felt a bit like "been there, seen that", a bit clichu00e9 in large parts. Also the game's ending left me quite unsatisfied. It felt rushed and seemed to come a bit out of the blue, what with it being rather very out of character for those involved. There is only very marginal buildup to it throughout the story which renders it apparently cheap and it culminates in one of those typical movie situations where the whole situation could have been peacefully resolved if people would just open their mouths and give at least a LITTLE more than the obviously most misleading and stupid answers and start just actually explaining. Such scenes always seem like needlessly theatrical, cheaply generated tension and suspense and rather hollow reasoning for the things that happen. Also the game gets slightly frustrating to play in Episode 3 because of a few interface bugs creeping in like all interaction being impossible the first time you load a scene or objects/characters being falsely shown as 'interactable'. These problems are largely solved simply by loading the most recent checkpoint but it's nonetheless somewhat annoying and breaks up the flow of the experience in a most disenchanting way. Tho of course I think those really can be excused. I'd recommend the game if it were still being continued because what it is and does is all well and good, but sadly it doesn't appear like it will.. I like the game for it's approach to telling a story, which is, for the most part, well put in scene. The story itself however always felt a bit like "been there, seen that", a bit clichu00e9 in large parts. Also the game's ending left me quite unsatisfied. 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