

Borderlands 2 is “a new era of shoot and loot” (2K Games, 2012). There is so much to say about Borderlands 2, it is a fantastic game in so many regards. To start with the basics, it was published by 2K games in 2012. The game has a well-deserved Mature rating from ESRB which means it should only fall into the hands of someone under 17 with adult approval. Reasons for this rating are the presence of blood and gore, intense violence, language, sexual themes and the use of alcohol. It was originally available for PlayStation 3, and Xbox 360 consoles, that range now includes PlayStation Vita, Xbox one, PlayStation 4 and PC. The only difficulty in classifying this game comes in terms of genres. It is by all means a crossover game, the first and most obvious genre it falls under is first-person 3D shooter but includes enough elements of Strategy, and RPG to include them as playstyle types.

The game is an absolute treasure in so many ways, ranging from hilarious content, a fun and engaging storyline, the ability to truly find so many options in terms of weapons, gear, and character building options that make your player truly unique, and a truly unique approach to its game style.

This game while not strong in truly opening and explaining the game will be instantly familiar to anyone who has played a shooting game. Yes, the presence of a quick tutorial is there, it intentionally skimps on the details. It was truly well fitted, chances are players off this game have experienced other shooters with that being most clearly evidenced by the rating. However, this game automatically adjusts the enemies to the player's level. So, while you may be a new learning player the enemies you face will in a sense be just as new to you. This game perfectly navigates the skill to challenge ratio.

I played the first Borderlands, so this game wasn't a huge surprise to me. The updates and changes reflected well, and this purchase was never a question off should I or shouldn't I, it was

a great addition to my collection and anyone familiar with the series will likely have the same sentiment. The people who have never played the other ones and through some means are unfortunately going to be surprised when they “Joy puke their(your) face off” (2K, 2012) with this game's excellence.

Graphically like its older brother it had a decidedly artsy overlay, which complements this game animated persona. It flowed seamlessly. To go on with its technical aspects, the controls were also smooth in line with any other typical shooter you play. The games audio remained on point in terms of background music and character voices. You fall in love with the hilarity off the characters, which shines through the most in terms of what the NPC's say to you in conversation.

I've made some quotes already with respect to the back cover. It talks only little off the feature speaking off its crossover qualities. It is informative regarding what kind of game this would be, but it also does a great job to highlight the charisma that is included in the game.

To really sum this up this is a complete game. It won't and shouldn't be the first and only game in your collection though if it was that also makes sense. This game is what non-mainstream games should be quality. It is a niche game, but it fills that and handles it perfectly. I can't say if I was involved I would do much different. It seems like the kind of game where the whole team strongly understands what they are doing and how that translates to what they will be contributing. I doubt they spent much time in meetings trying to get people on the same page, I imagine everyone understood the concept and was able to easily and efficiently add to it in their own way. The only trouble with this game comes in regards to trying to create the next one, and making it better. That is a difficult feat.

References:

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