



Game Title: The Godfather

Developer: Electronic Arts

Release Date: 21st March 2006 in USA

The Godfather Overview

The Godfather is a mob action game which is developed by EA games (Electronic Arts). The game is based on a famous classic mob movie Godfather and EA games create The Godfather game under the film license. Mainly the game is an American-Italian underworld action game which has a historical story (1950's). All the characters in the game are from the original movie except one character and that is the character that plays the game. In another words player of the game is the new character which was not on the actual film.

In the intro part of the game the player will see how his father get killed by rival gang members and the next scene is the wedding day of Don Corleone's daughter's which was from the film. On that day, the player's mother asks for a favor from Don Corleone to protect him and take him to his businesses works. In there he learns how to be a real gangster and wants revenge from Barzini's gang for murdering your father.

The player can earn money by collecting money from businessmen's in New York City and five surrounding suburbs and he has to go to each shop in the city. He can get money by ask from the shop owner and if the owner refuse to give money then the player can simply violate (smash the shop etc.) until gets money. Also he can buy illegal businesses such as brothels, gambling centres etc. In addition there are gunfights with rival gangs and player has to kill them. When he kills them, he will receive points. When the player completes missions, he will get a higher rank of the Corleone family. There are many other tasks which keep the player occupied all the time. (Ex: Stealing cars). Also there are cops chasing the player and he can simply avoid them. Police badge icons will be displayed on the screen and there are 1-5 badges displayed which means how badly cops looking for the player.

Most of characters of the game have taken from "The Godfather" movie and 3d models look like the actual character (**Pic 01**) in the movie. Ex: Don Corleone (Godfather), Michael Corleone (Don Corleone's Son), Barzini, Luca Brasi, Clemenza, Paulie etc. Most of actors of the godfather are dubbing for the charactors in the game except for Michael Corleone's Character. Al Pacino is starring for Michael Corleone's Character and he is not in this game because he has an agreement with "Scarface" game. Michael Corleone's model does not look like in the movie as well as his voice. Some of other dubbings stars are Marlon Brando (as Don Corleone), James Caan (as Sonny), Richard Castellano (as Clemenza), Robert Duvall (as Tom Hagen) etc.



(Pic 01) 3d Characters

The History

The godfather game is movie licensed video game developed by Electronic Arts. The Godfather movie is a classic movie released in 1972 (First Part) which is based on The Godfather novel. Most of tasks and stories are directly taken from “The Godfather” movie. Tasks like killing the famous film director’s horse, taking Don Corleone to the hospital etc. Since the story is based on 1950’s the game environment is also looks like 50’s. Far an instance some weapons used in the game are old weapons like snub-nosed guns, long-barrel shotguns, pistols, revolvers, Tommy guns, bats, pipes etc. **(Pic 02)** The way gang members dress is also same as in the movie. Grand Theft Auto (GTA) is a famous mob action game series (Since 1998) developed by Rockstar North, which is similar to The Godfather game. Other than that it’s rare to find a good mob action game. In some scenes “The Godfather” game has a bit of influence from GTA. In both games, tasks have more than one source and the main map and mini map looks a bit same.



(Pic 02) Hitting using a bat

User Experience

Core mission, sub missions, hidden secrets, sounds; special tools are some of the main motivation elements of the game. In addition setting a goal for each mission, giving rewards, keeping player's confidence, balancing goals and rewards and use of motivational devices help to keep the player motivated. There is no one core mission in this game. The core objective is a collection of sub tasks. The player will be able to find each mission as he plays the game. Some of these missions are place a gun for Michael Corleone to kill Sallazzo, collect money from shops in New York, buy illegal businesses like brothels, gambling centres, drive the wounded godfather to the hospital etc. These subtasks keep the player busy all the time. There are hidden secrets which player can be rewarded when using these secrets. For an instance player will be rewarded for the way he kills enemies. He will be able to pull of head shots, limb shots, knee cap blasts etc. The player has to find these secret by his own which helps to motivate the player and keeps him occupied. The sounds are taken from the original movie which keeps the game alive and it feels like living inside the movie. Also there is a special face creation tool (Pic 3), which allows the player to create his own face. The player can be more confident when performing missions because if the player got killed then he can go to a hospital and bring his life back. It will cost some money but the player does not need to worry about his life when performing the mission. Also when the user finishes each mission he will be rewarded. As mentioned above there are many 1950's weapons in this game and the specialty is the player allows carrying all these motivational devices at the same time. Also there are 100s of The Godfather movie clips which are given as rewards.



(Pic 3) Face Creation Tool

User Knowledge

When I first started the game it took me about 1 hour to learn it all missions, functionalities etc. Also I have watched all three parts of "The Godfather" movie series. Therefore most of scenes and missions in the game were familiar to me. For an instance the killing horse mission was easy to understand since it was a scene from the original movie. But users/players who do not watch the original movie might take some time to understand the mission or scenes. But still it's not hard to understand and anyone can play this game. The basic movements are easy to follow and use. The player will learn how to strangle or kill rival gang members or shop owners in order to complete each mission/sub-mission. The users who watch the original movie can more enjoy the game because it's feel like living inside the game **(Pic 04)**, most of characters are familiars and their voices too. Most of dubbing crew is famous movie stars who were in "The Godfather" movie.



(Pic 04) Scene totally looks like the movie

Positive and Negative

The game has many good points on it. In the first place Electronic Arts has got a good use of the original movie. The developer has done a good job by giving the movie look to the game and by taking missions from the original movie. Also the sounds are good, mostly taken from the movie. Especially the theme song is excellent and appropriate to the game. It is a good touch for the movie fans. 3d models of characters and voices also look same as the original movie except Michael Corleone's character. It's nice when you hear all the voices of "The Godfather" movie stars. (Marlon Brando, James Caan etc.) Talking about graphics, game has a good look of 1950's New York City. All the Buildings, vehicles and even the people and their dresses are appropriate to 50's, very detailed and have an authentic look. All the main missions and sub missions keep the player busy and reward him when he accomplishes the mission. The game has given the opportunity to find out various styles of killing which entertaining and helps to keep the player inside the game. As I mentioned above, players can find canisters with "The Godfather" movie clips which would be a good material for the movie fans.

On the other hand the game has weak points as well as the good points. The first thing I saw is Michael Corleone's character. He doesn't look like Michael Corleone or sounds like him. If the player/user is a fan of the original movie, then the user can easily recognize some thing is missing. The sub missions are really good to have. It's entertaining, player can earn money and own businesses. But after a while this task will become repetitive and get bored (Pic 05). The player has to do the same thing all the time. The controls of the game are extremely awkward. When fighting with someone I had some difficulties of using the keyboard and mouse at the same time and switching between hand combat to a gun combat is hard

too. In addition most of major scenes/characters are not to be appeared in the game, since they are not related. For an instance mother Corleone does not appear in the game. It is true those scenes/characters are not relevant in games perspective, but for players, who are fans of the movie or the book, finds it's strange. Even Electronic Arts has done a great job in creating models of characters, cars, buildings, it hasn't done a good job in creating areas. All areas have its own uniqueness and it's really hard to walk around without constantly checking the map. Also other graphic elements like cars, people on the streets, buildings, interior etc. look alike which should be different from one another.



(Pic 05) collect money from shop owners boring after a while

Suggestions

In my opinion, all the sub missions should be different from one another. It may not be totally different, but at least sub missions should be bit different. For an instance changing the way the player has to violate to take out the business or collect money from shop owners. Since users have difficulties of using keyboard and mouse at the same time, it is better to integrate all the controls to either keyboard or mouse (probably to the keyboard). Since the game was created under a "The Godfather" movie license, it is better to include all the key scenes and characters as possible even it is not relevant to play the game, but will increase player's satisfaction, specially "The Godfather" movie fans. Because it will helps to become the game more realistic like the movie and the book. When creating cities, my opinion is to maintain a good level of consistency. Therefore all cities should be look alike. Otherwise player has to put the effort to find the place and always has to refer to the map rather than concentrate to the mission

(killing people, meet shop owners etc.) Also I suggest fix all bugs such as switching between hand combat to gun combat etc. by performing another testing and release bugs fixed version.

Summary

“The Godfather” video pc game is a historic action adventure game developed by Electronic Arts (EA Games) under the license of the world famous mob classic movie “The Godfather”. Electronic Arts has done a good job for developing this game by using actual 3d model characters, actual voices of movie stars from the movie, making the 1950’s environment in the gaming world etc. Besides “The Godfather” game has negative points as well as positive points like any other game has. “The Godfather” game has an influence of Grand Theft Auto in some scenes. For an instance the main map and mini map looks same in both games.

The player of the game is an unknown character in the movie. In the game player comes to work for Corleone’s family and he has to do missions which the godfather wants him to do. Mainly those missions are against other mob families in the city. In addition the player will be able to earn extra money by weekly collecting money from business owners, taking illegal businesses such as brothels.

All the characters of the game were in “The Godfather” movie except the player. Since famous star Al Pacino has an agreement with “Scarface” game, he did not dub to Michael Corleone’s character. Also Michael Corleone’s 3d model is also not looks like the actual character in the movie.

The best thing in “The Godfather” game is Electronic Arts managed to maintain the motivation elements through out the game. The some of main motivation elements they use in the game are core mission, sub missions, hidden secrets, sounds, special tools, setting a goal for each mission, giving rewards, keeping player’s confidence, balancing goals and rewards and use of motivational devices etc. The specialty is the game has a collection of sub missions as the core mission. In addition there is a special rewarding scheme as well. The player will be rewarded for the way he kills the enemy. Not like many other games, in “The Godfather” the player can find many “The Godfather” movie clips through out the game.

Speaking about good and bad of the movie, mainly the game has good storyline which is mostly from the movie, good graphical environment with 1950’s view, excellent sounds from the movie, interesting missions mostly taken from the movie, interesting way of rewarding the player etc. On the other hand there are some difficulties of using game controllers, Michael Corleone does not look or sounds like him,

repetitive sub missions, all areas are unique and hard to find a place, all other graphic elements except main characters (cars, people in the road, interior etc.) looks the same.

The main changes I recommend are include various sub missions, changing the game controllers, include all main characters in the movie as possible, all areas should look a bit same to makes easier to navigate, other graphic elements should be different to one another etc.

Overall "The Godfather" game is a good mob action game compare to other games in the market. Electronic Arts has got the good use from "The Godfather" movie and influence from other mob action games like GTA which is not too bad. Finally "The Godfather" game worth playing.

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