

# Review game **Watch Dogs Legion**: A new way

With **Watch Dogs Legion**, it looks like Ubisoft is experimenting with a new way to exploit the open world genre. Will they be successful?

When entering the city of London in **Watch Dogs Legion**, you will feel overwhelmed. The game will welcome you with frames showing the most famous locations in London before lifting it up, giving players an overview of the city on the banks of the River Thames.

After that, you will be introduced to the context of **Watch Dogs Legion**: an agent of the hacker organization DedSec is accused of bombing the city of London, giving Albion private military forces the power to control the city. city ??and suppressing people in the name of 'security.' The game immediately gives you a new task: recruit anyone you need, and use them to uncover the veil of mystery over a plot against DedSec.

## Still **Watch Dogs**, but more flexible

As with the previous two versions, **Watch Dogs Legion** exploits the flood of information in modern life. You can walk around the city of London on your feet, and any NPC you meet in this 1,200-year-old city has their own context.

It could be a thirsty gambler, a guy who is 'still in love with blood,' construction worker or firefighter, they can be young, middle-aged, old and sick, maybe male gender, female, or... flexible according to modern standards.

And you can recruit any of them to DedSec to serve your purpose.

Yes, **Watch Dogs Legion** has no main character, but only one that you recruit and control. The game's NPC characters are always ready to jump into the fight and help you vindicate DedSec, the only difference is how willing they are - some just need an invitation, while others want you Do a little task for them.

You can become a uniformed guard, a great old man, a street artist in a yellow suit, anyone.



And each of them also brings something unique to the gamer's game, though this originality isn't always useful. That may be the ability to overcome security barriers thanks to the protective uniform worn on the body, the useful drone that the worker always carries or the rate of sudden death in the mission of the tools. old.

They create something new and interesting, somehow make gamers think about who is best suited for which task, although some of the features are clearly created to troll gamers for fun.

But to me, the novelty this character-selection gave off quickly disappears after you've completed the first few quests. At this point, the vast majority of gamers must have realized which way to play they like the most, and what is the most suitable character in DedSec's team.

Personally, I only stick with two characters - a spy guy and a former assassin, because my way of playing is to smash all the guys in the way, or open fire and sweep like I'm playing a game. Rambo.



Perhaps the game of Watch Dogs Legion will become more diverse if you turn on the game's permadeath feature. Without this feature, characters sacrificed on missions will return to you after a short hospital stay, and when it is turned on, the dead characters will disappear forever, and you are just can recruit new people to replace them.

However, the game does not allow this feature to be enabled without restarting from scratch, and after spending a lot of time with his two characters, I think I will not be able to accept the risk of losing them in playing process.

This permadeath feature seems to be both a miracle and a curse. On the plus side, it makes gamers more careful and cared for their characters, and also creates emotions when someone leaves on a mission - a must-have in Watch Dogs Legion because the game doesn't. there is a main character that can make gamers stick and integrate with them.

However, the negative side of this feature is that if enabled (only when you start a new game), it can cause characters to come and go like a wind depending on the level of the gamer. do you limit players to 'invest' their emotions in the game.



Personally, I don't like the existence of this feature - obviously the Watch Dogs Legion was designed to be played with permadeath turned on but weevil doesn't want to lose his characters, and feels a bit guilty about it. do not enjoy the game as the team intended.



**A true Ubisoft game**

In a modern city like London, it is inevitable that the details in the game occur at different heights - from skyscrapers to underground bunkers - is inevitable. Ubisoft has used this variety of heights to create a variety of engaging missions that can scare people off the 'heart-pounding' heights and give gamers who enjoy parkour or simply wander the countless views. Interesting things to explore.

To travel to this city, gamers can rob their car or sit in self-driving wagons, but that is the way of... century ago. The modern method the Watch Dogs Legion wants you to use is probably the delivery drones: they're ubiquitous and you'll get used to the controls in just a short time in the game.

You can call them by characters with their respective skills or simply go to the Drone Docks located all over the city, and once the drone has been hacked, they will become the most useful means of transportation in the city. The game has endless range and can take you to high scores very easily.



Once you have the best way to navigate the Watch Dogs Legion, you will easily find every corner of London. Like Ubisoft's other open-world titles, the expansive city of London has hundreds of notable locations spread across the map. They can be clothing stores, graffiti points (Paste Up) or a variety of different collectible items such as masks, sound files, antiques, .

When saying that Watch Dogs Legion is a true Ubisoft game, I also want to say that the game is... full of bugs. You can encounter bugs everywhere in this game, from as simple as the image on the mask . behind the player's head, the lines are cut off, the character keeps repeating the same move to the fatal error. more important such as items stuck in the wall or NPC 'missing' preventing gamers from completing their missions .

Patch 1.05, released on November 6, seems to have fixed a lot of the problem, but once again Ubisoft disappointed gamers by the amount of bugs in the game.



## Gameplay is not adequate

Despite its fun character recruitment system and a vast city to explore, the gameplay seems to be the Watch Dogs Legion's weakest point. The game wants to give gamers a story about collective strength, where anyone can stand up and contribute to changing the world around them, but how Ubisoft designs missions. not enough to bring that feeling.

The mission system of the game is very overlapping and boring, including only a few simple things such as driving, hacking, driving a drone, breaking in, dodging guards. All are the things you are still doing when you're not on duty, because Albion guards and drones are popping up all over the road.

I sometimes find bright spots in the game settings, especially if you understand English well and listen to what the speakers do on the streets of London. However, the point is that they are going nowhere - I hope these talks lead me to something more interesting such as a random mission, a repression by Albion soldiers or A new NPC is worth recruiting, but no, it's all just contextual.

In short, Watch Dogs Legion is just trying to create a new way for you to immerse yourself in your world, but forget to make that world deep enough to make gamers feel immersed.



Besides, with a 'explosive' game that anyone can be the main character, the characters in Watch Dogs Legion cannot be called 'characters', but just randomly set robots. . A small example is when wandering the street, sometimes you will find that this NPC is someone's ex or relative, but no interaction takes place to emphasize the relationship. that system.

Their intellect is also a problem, as many times lovely residents of London try to jump in the front of my car instead of dodging.

Driving is also another weakness of the game. Not sure why, but after three versions of Watch Dogs, the wagon in the Watch Dogs Legion is still very lacking in authenticity. They did not create a clear sense of difference in power or speed, but only made me feel rather strange, slippery driving.

Maybe Ubisoft intentionally wanted to create this feeling because the game also chose a future timeline, but we still don't like driving in the Watch Dogs Legion.



## **Nice picture, normal sound**

With its experience in making open-world games and real-life city views of London, Ubisoft has created a vast and extremely detailed playground for gamers to explore as mentioned before.

Modern imaging technologies allow players to stand up high and zoom out, capture all the famous buildings of London into the eye without any limits (apart from machine configuration). At night or in the rain, London becomes even more beautiful, especially when you view the scene at the game's highest graphic settings.

It's a bit of a pity that driving in the game is not at all enjoyable at all, because apart from the feeling of driving, the radio on the cars is also quite limited. In particular, the headset that existed in Watch Dogs 2 did not appear in Watch Dogs Legion, perhaps because DedSec . did not have enough funding to produce and allocate to all the people you would recruit in the game. ?

## **Epilogue**

Overall, Watch Dogs Legion is a good game. It gives gamers a new way to approach the open world genre, possesses a large city and many layers and interesting side activities.

However, when it comes to the story and mission system, the most important content of any game, the game stumbles and can only give gamers a relatively poor experience, 'half life half nine 'and its characters did not leave an impression on gamers after they finished the game.

The game is currently on sale for \$ 44 on the Epic Games Store, but like Ghost Recon Breakpoint, gamers should probably save this money and wait until the game is discounted and then shop. In case you are a fan of this series, Watch Dogs Legion is also not a bad game and can be enjoyed right away.

Advantages:

1. Beautiful graphic.
2. Big open world, lots of activities to explore.

Defect:

1. The plot is easy to guess.
2. The minor characters are 'evil to that evil.'
3. Mid-range gameplay.

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