Scriptwriting for Games Case studies: List of Shame

Superman 64

Superman 64 was released by Titus Software on May 31, 1999 on the Nintendo 64.

Concept Story

"Lex Luthor has created a virtual version of Metropolis and has succeeded in trapping Lois Lane, Jimmy Olsen and Professor Emil Hamilton within it. Superman must enter the virtual world, filled with Kryptonite fog to slow him down, save his friends, and stop Lex Luthor."

"The game received horrible reviews and is considered one of the worst video games ever made. It was rated as the 7th worst game of all-time in a list created by Seanbaby in Electronic Gaming Monthly. It also ranked 8th on G4's Filter in their top 10 worst games of all-time. Nintendo Power magazine (volume 196) rated it as the worst game of all time on a Nintendo system."-Wikipiedia's List of Worst Historical Games

Grabbed by the Ghoulies: XBox

"Grabbed by the Ghoulies was a video game released in 2003 by Rare for the Microsoft Xbox gaming console. It was nearly a commercial failure."

"Ghoulies starred a young teenager named Cooper who set out to rescue his girlfriend, Amber, from Ghoulhaven Hall. This mansion was full of supernatural and otherwise unpleasant creatures, and Cooper would receive help along the way from the many hired hands that worked there. " – Wikipedia's List of Commercial Game Failures

Land of the Dead: Xbox

"It's not like there are an awful lot of those rules, mind you. Zombies are supposed to violently and relentlessly attack you, not stand perfectly still for long periods of time, be unable to circumvent open doorways, and pathetically swipe at you at sporadic intervals. The act of killing a zombie is supposed to be a gory and satisfying experience, not an uninteresting one, like it is here when you poke them with shovels and fire off round after round into a zombie's chest, only to have a stray bullet to the leg magically kill it. And a piece of zombie fiction is supposed to be atmospheric and provide legitimate scares, not clue you in to every single forthcoming zombie attack via a frame rate hitch up and force you to wander around bland, ugly environments that look like they came from a PC shooter circa 1998. In every fundamental way, Land of the Dead fails to grasp even the most base-level concepts of what makes a zombie game good, and that's why it's easily the worst game released this year." – GameSpot Dubios Awards – Worst Game of 2005