Slightest Detail

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I hope the Gamekings put some nice stuff together about the slightest details. The issue I have with professional publications surrounding games is that you know it's just some guys battling themselves through a steady stream of new games and they hardly have time to really get into most of them. So the reviews are usually about the bare minimum and by the time players have had enough time to find bugs or the real depth of a game it's no longer interesting to mention anything about the game, while some games have enough content and depth to revisit them for a seriously deep review long after the game is considered new.

So what did I notice in GTA IV? (Besides a ton of incredible details that are pretty obvious)

- The in–game screen of the phone your character is holding is the same as on the phone used as the game interface.
- With your controller you don't control the radio, but you control your character who then controls the radio. The movement of changing the radio station in a car is motion captured, and while in a taxi the character asks the driver to change the radio station instead.

by Roland van Ipenburg http://www.xs4all.nl/~ipenburg/blog/posts/play/2009/11/30/slightest–detail/