

Game Freak said that they were remaking the models and used it as a reason for cutting out over half of the Pokémon, which turned out to be untrue. That is absolutely a lie and that is why it blew up on social media. If you say that you are remaking assets in a game and that you're cutting content to make that happen, then you *don't* actually remake those assets, then you are lying. Datamines showed that the Pokémon models in the games are mostly exactly the same. People absolutely *flame* companies like EA, Rockstar, Ubisoft, Bethesda, etc. for the same things.

The models weren't "made from the ground up." At best, some models had a little work done on them, but that still isn't outright remaking them. If that were actually a hoax, then people would've learned about it very quickly.

As for the hardware, I just said in my last reply that the hardware wouldn't have been that much of a hurdle. The hardware sucking *isn't why* SwSh looks bad. And, actually, I somewhat do have a grasp on what kinds of challenges Game Freak would've faced, but those challenges should've been completely overcome after LGPE or Little Town Hero. They've been working on ARM processors ever since the GBA, so the jump wouldn't have been any worse than the jump from the GBA to the DS or from the DS to the 3DS. The jump from the Game Boy to the GBA would've actually been harder because the Game Boy and GBC didn't have ARM processors. The Switch is fairly similar in hardware to the 3DS. Hell, it's even similar enough to the PS Vita's hardware to be able to run Homebrew via a hypervisor, and it might eventually even run actual Vita games. A 3DS hypervisor is probably also very possible, just like how a working GBA hypervisor exists on the DSi. The "it's so hard because of the jump from 3DS to Switch" excuse people keep using to defend SwSh doesn't hold any weight, especially after they had already developed two entire Switch games prior to SwSh.

Pokémon "not being the best looking game on Switch" is a huge understatement. The trees look bad, the water textures look bad, the models and textures for the old mossy stone structures look bad, the animations are awful (especially that "turning animation" for Zamazenta), etc. The wild areas in the base game all look awful and a lot of those "high quality animations" Game Freak hyped up look really bad. Even XY looked better because the textures were all consistent with each other. Sun and Moon is the best looking mainline Pokémon so far despite all of my other issues with it.

I think Game Freak was more mismanaged than lazy. Bigger games have been released in less time with a smaller staff size and still came out in a more complete state, which is why I keep bringing up Xenoblade 2, and why I mentioned Majora's Mask. Xenoblade 2 is a 90 hour long JRPG that was made in only about a year by only 40 active developers. Game Freak had about as much time to develop SwSh, which is a *MUCH* smaller game than Xenoblade 2, but it came out looking even more rushed. They cut out 62% of Pokémon, they didn't really do anything to make SwSh stand out from the 3DS games, and they didn't use the resources allocated away from including every Pokémon to actually polish up the game. If SwSh were managed well, then it realistically would've been one of the best looking games on the Switch. Even *IF* they somehow wouldn't have been able to complete the game in that time regardless

of whether the management were good or not, they could have simply offered I outsourced some of the development. They could've allocated some development to Monolith Soft like Nintendo did with BotW. There is absolutely no excuse for the game to look as bad as it does.

Here's the Zamazenta "animation"(literally just rotating the model) I was talking about.

<https://youtu.be/oPx0pCH5oh8>

Here's a good video that talks in huge depth about a lot of problems that are present in the game.

<https://youtu.be/cctbirxESIk>

I'd link a video about the Switch running PSVita Homebrew here but I don't think the Nintendo Life staff really likes people here talking about Switch modding.

Here's a video talking about the models ripped from SwSh and comparing them to the 3DS models.

<https://youtu.be/zjYZIf18c0k>

And for good measure, here are some people who talked about these controversies, which I watched in full again before typing this reply.

<https://youtu.be/5skcy9AT4pw>

<https://youtu.be/n5Esz3S3FL0>

<https://youtu.be/jZdBzDJhMDM>

With all of that said, it isn't a bad thing that you like the game. But the game is **HEAVILY** flawed, and people wouldn't have been up in arms if it weren't. I'd like to think that the Pokémon community is different today than it was when Gen 5 launched, when people actually did make a huge fuss over very small things. Game Freak lied about the models, the game looks **very** rough visually, the routes are linear with no branching paths, the performance is bad, the pop-in is bad, the animations are bad, and while subjective, I think a lot of the Pokémon introduced in SwSh look bad as Pokémon and would be much better suited for games like Dragon Quest or SMT.

I've been a huge Pokémon fan for 18 years now. I am still a Pokémon fan. I was very excited when SwSh was announced, but once more information came out, I was incredibly disappointed and pissed off at Game Freak. Every first party Nintendo game was evolving but Pokémon while Pokémon was regressing. A lot of people lost trust in Game Freak after it came out that they lied about the models. The tree argument might sound stupid, but come on. They look bad, and people use it as a spearhead for their complaints because it's the least unpolished aspect of the game.

I've been writing this for about an hour while watching various YouTube videos. I think I'm going to finish my comment here, preferably along with the argument. There is probably fun to be had

with the game, but that could be said about any game. It looks depressingly bad compared to other big Switch games, and even compared to the 3DS Pokémon games.