GTA SA - Why Remastered is bad? [Part 2] [RU] Sample

[brief
Greetings everyone, *welcome speech* with another video from Vadim M. And today we will continue looking into the official HD port of San Andreas or so-called ‘Remastered’ version, which is considered a disaster and a huge disappointment by the majority of players.

[previously
#bugs - ugly face, artifacts, broken mimics, strange CJ’s face
In the last video we found out that the Xbox 360, Xbox One and PlayStation 3 versions of the game contain a lot of bugs, which means your gameplay experience will be kinda ruined. And now it’s even available for Xbox Series S and X thanks to backward compatibility.

#strange enhancements - ped shine
We had also seen so-called ‘enhancements’ which only ruin the atmosphere of this great game.

#in this video - mobile port (missing vegetation - lag button - shadows)
So, in this video we will look into some details this Remastered version contains that we didn’t talk about in the previous part.
And now you’re about to see the great example of how developers broke the game mechanics we used to have in regular versions, how the game loses a bunch of interesting small features due to lazy programming, and even how the HD Remaster of the game loses to the original PS2 version in terms of graphics. Now, the main question: Do you know what is the cause of all this ‘amazing’ experience? The mobile port of the game, which was the base for […]