

Podcast Gameoverse - Show Notes

(Episode 056) - Tuesday January 19th, 2021

Part 1

- Intro
 - Round Table
 - General Chat
 - What'cha Playin'?
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Part 2

Gaming Headlines

CD PROJEKT's Co-founder Apologizes

Source: [YouTube](#) | [Bloomberg](#) | [Twitter](#) | [Crowbcats](#)

- Marcin Iwinski, co-founder of CD PROJEKT, gave a personal explanation of what the days leading up to the launch of Cyberpunk 2077 looked like, sharing the studio's perspective on what happened with the game on old-generation consoles.
- Kind of throws the QA under the bus, claiming "testing did not show a big part of what was experienced while playing the game".
- Mentions the review process, but neglects to mention why the reviewers were not allowed to capture their own footage of the game.
- A roadmap was released to show the update plans (with no time lines). The first major update will be released next week, followed by more significant updates in the following weeks. Aiming for 2nd half of the year for the next-gen versions.

- Jason Schreier (Bloomberg) wrote an article outlining the disastrous launch of the game, interviewing 20 ex employees of the company.
- Studio head Adam Badowski replied on Twitter, trying to defend some of the issues that Schreier reports.

Open World Star Wars Game in Development at Ubisoft

Source: [Wired](#) | [IGN](#)

- Lucasfilm Games announced that it's entering a partnership with Ubisoft to create an open-world Star Wars game
- The title will be developed by Ubisoft's Massive Entertainment
- Lucasfilm also told Wired that all Star Wars games would continue to be treated as canon alongside the film TV, book, and comic releases
- No real info

Star Wars™ Jedi: Fallen Order | Next-Gen Optimization Update

Source: [EA Games](#)

- EA has outlined the specific patch notes that have been included in the latest title update for Jedi Fallen Order:

Xbox Series S

- Framerate has been increased to 60 FPS (up from 45 FPS)

Xbox Series X Performance mode

- Framerate has been increased to 60 FPS
- Dynamic resolution added in the range of 1080p to 1440p

Xbox Series X Normal mode (non-performance mode)

- Postprocessing has been increased to 4K
- Dynamic resolution in the range of 1512p to 2160p

PlayStation 5

- Framerate has been increased to 60 FPS (up from 45 FPS)
- Postprocessing increased to 1440p
- Dynamic resolution has been disabled and the game is rendering at 1200p (up from 810-1080p)

Mortal Kombat Movie Reboot In The Works

Source: [Entertainment Weekly](#)

- EW released some photos and information on the upcoming Mortal Kombat movie reboot.
- The movie will be directed by Simon McQuoid (Who's done nothing before...?), and produced by Todd Garner (Radio, Paul Blart Mall Cop) and James Wan (Saw, Insidious).
- Story revolves around a new main character named Cole Young (played by Lewis Tan), who's fighting style is inspired by UFC fighter Jorge Masvidal, while also tapping into muay Thai, judo, jujitsu, and "MMA roots."
- The film is scheduled for a simultaneous release in theaters and on HBO Max this April 16.

Videos and Trailers

- New Pokémon Snap [[arrives on April 30!](#)]
- Super Mario 3D World + Bowser's Fury [[Behold the power of Bowser's Fury!](#)] [[Overview](#)]
- Bloodstained: Ritual of the Night [[Classic Mode Trailer](#)]
- Nioh 2 Complete Edition [[Official PC Overview Trailer](#)]
- SAMURAI SPIRITS [[Xbox Series X|S Trailer](#)]
- Returnal [[Combat | PS5](#)]
- Scrap Story: The Paper Prelude [[Reveal Trailer](#)]
- Mega Man Maker [[Version 1.7 is released!](#)]

Part 3

Game Releases

These are just pulled from [Wikipedia](#), for the utmost accuracy...

Wednesday, January 20th

- [Hitman 3](#) - PC, PS4, PS5, XB1, XSX, Stadia, NSW

Thursday, January 21st

- [*Ride 4*](#) - PS5, XSX
- [*Skul: The Hero Slayer*](#) - PC

Friday, January 22nd

- [*Bladed Fury*](#) - NSW, PS4, XB1