

Let's Discuss

Detroit: Become Human

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Detroit: Become Human is a video game that was released by developers Quantic Dream on May 25, 2018. It's a game that tells the story of three androids: Kara, Connor, and Markus. All three worked in service to humans in some way. For the most part, I loved this game. I came to love and care about these three androids and their lives. What's great about Detroit is the chance to play all three characters in any way you want. Losing or gaining someone along the way can help or hurt you in the long run. Having a character from earlier not come with you might lead you to not having someone around to help you get out of a tight spot. It's been a little over a week by the time this goes up but I've played the game all the way through one time and I honestly haven't stopped thinking about it and wondering what could have happened if, I choose to do something different at certain points.



Kara and Alice

Like I said, I came to care about all three androids but I do love Kara a little more. Kara is a droid who is tasked with keeping up with all the housework and taking care of the house owner Todd, daughter Alice. In my gameplay, I played Kara as someone who is fiercely loyal and loves and cares about Alice right away. When we first get the chance to take control of Kara we're told by Todd to clean the downstairs and then his and Alice room upstairs. Kara completes these task and upon going to clean Todd's room finds a gun. I put it away but kept track of it. I then bounded with Alice and went to make dinner for her and her father. Todd is in the living room getting high on a new type of drug called Red Ice. Todd loses his cool and goes on a rant about androids and knocks over the table and threatens his daughter. He makes Kara stay in place and goes after Alice when she runs up the stairs. My Kara broke her conditioning and I have her get Todd's gun and kill him before he could hurt Alice. Kara and Alice then flee into the dark, cold, raining night where the job to keep Alice safe and alive comes into full play.



Markus

I didn't know how I was going to play Markus at first. After Markus is shoot trying to help his "Father" Carl he finds the parts he needs to reconstruct himself in an android graveyard. I felt like the mercy killing he did in the graveyard and digging and climbing his way out hardened Markus. Carl told Markus to never let anyone control him and in my playthrough, I tried to keep that analysis going forward. Markus can either come up

as a violent leader or a non-violent leader, as he raises up in the ranks as the leader Jericho needs. I choose more of a softer side but did use violence as a way to keep as many androids alive as I could. My Markus saw android's the same as humans and thought they should be given the same chances.



Connor

Connor was the hardest character for me to connect to at first, but as his story went on it was the one that left a huge, lasting impression on me after the end of the game. Connor meets his human police partner Hank and has to deal with Hank's hatred of androids, for reasons unknown to Connor unless you do enough to make Hank see you as a person and friend. I started to play Connor as a hard-ass cop who wanted to make sure his job was done right. You have to answer repeatedly to a woman called Amanda, who I like to call the 'Android God' since it's always just you and her in a flower garden talking. I could never get the Android God to like me and by the end of the game I started to see the androids as alive and wanted them to get their freedom, so Connor started to slowly adapt to these changes also. By the end of my playthrough Connor became the thing he was chasing all along; a deviant.



Would I recommend this game to anyone? Yes, in a heartbeat! I haven't felt this emotionally invested in a game since 'Telltale's, The Walking Dead: Season One.' I've recorded my full Detroit: Become Human gameplay and put it up on my gaming YouTube channel. Check it out to learn the fates of my Kara, Connor, and Markus: [LINK!!](#)

As far as cons of the game; I don't have anything bad to say about the game. The game can either be long if everyone survives or it can be short if you lose someone. I like being able to replay the game multiple times and get a different ending. I will say I wasn't a fan of the camera controls. I never felt like the camera was in the right place and when I was recording my gameplay it made me seem lost. I would have liked a hint or some inner-dialogue at some points also since along with the camera problems, I look even more lost when I didn't know where to go. I feel like these are little things that probably only bugged me though.



Detroit: Become Human is out now for the PlayStation 4 only. Check it out yourself: [here](#) or watch my gameplay: [here!](#)