Review Anthem
BioWare
Anthem is a game developed by BioWare and distributed by Electronic Arts. It is a shooter and RPG type proposal in a very well achieved science fiction universe, as the studio that created it accustoms us. It is available for consoles and computers

Anthem is a multi-user open world style online role-playing game developed by BioWare, studios recognized by releases like the Mass Effect saga, Dragon Age or Jade Empire. The proposal, which was distributed by Electronic Arts, is available on Xbox One, Playstation 4 and computers, but unfortunately, it does not support cross-play, so you can only share the experience with people on the same platform.
Playing Anthem presents us with a story that follows the lives of the last pieces of humanity, who try to survive in a wild environment possessed by monsters and multiple very dangerous enemies that threaten life, as the Gods, who dedicated themselves to the creation of this world, they didn't finish their work. They only took advantage of The Anthem, the so-called source of pure creations, with which the planet began to exist. In the same way that they did in previous productions, those in charge of BioWare build a huge world full of places and possibilities to travel for hours and hours.
In this territory, humanity found its way to survive and improve its subsistence capabilities. A group of ancestors created the exosuits also known as Javelin, giving the faction that uses them, known as Freelancers, superhuman abilities.

When **downloading Anthem** we find four types of javelin exosuits. The first, known as Ranger Javelin, is primarily focused on offense. Its firepower is awesome, and Shock Melee or Multi-Target Missile Battery's abilities are devastating. Then the Colossus Javelin, the biggest and heaviest Javelin in the game, puts more of a stake in its power as a defense, so it can summon a shield, protecting other Javelins. However, he is the only one, who can wield two heavy weapons, making him and an absolute tank-themed javelin.

The Javelin Interceptor is fast as hell. Maybe more like light. That makes it perfect for diving behind enemy lines and running out before they can react. The last of them is the Storm Javelin, which carries the power of The Anthem, so that it can hover over the battlefield, dealing a lot of damage, but its suit has minimal armor, so it could be vulnerable on the ground.
Although Anthem offers us one of the most complex and best-designed universes in the world of **games and applications**, the story tends to become somewhat tedious. There are extremely long dialogues that do not reach any relevant conclusions. Luckily the player will have a button that will allow him to skip these types of situations but we will find them more than we would have wanted or expected from a title like this. In addition, there are not enough places to interact with other users and this makes us lose interest in touring the places where we are.

One of the **advantages of Anthem** and what represents one of its outstanding virtues is its gameplay. When it comes to moving our characters we find almost perfect movements that are coupled with attack maneuvers that will fascinate us from the beginning. The camera is arranged in the third person and enables us to fully enjoy jumps, stunts, flights and the whole environment that surrounds us. The artificial intelligence of the enemies is an aspect that could be improved since the creatures are only dangerous if they attack in groups. When advancing on them alone they are really harmless and even at times they can stay still without any movement.
The graphic and sound section is the other relevant point of BioWare's work. It is simply wonderful. With just a few seconds of Anthem we will be caught up in the benefits of this release. Every detail is elaborated to the maximum.

The only negative aspect that design quality generates for us is that it produces some extended load times, but the reality is that it is worth waiting for when the result is a world like the one that awaits us. The same excellence translates when it comes to music and sound effects.

Buying Anthem is a good option for science fiction lovers. The title has several issues to improve but they are very easy to solve with some updates.

Pros	Cons
- Excellent graphics.	- Excessive charging time.
- Music band and sound effects.	- Simple story.
- Handling and movement of the camera in third person.	- Artificial intelligence of low-level enemies.
- Mechanics of action.	- Long and unnecessary dialogues.

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