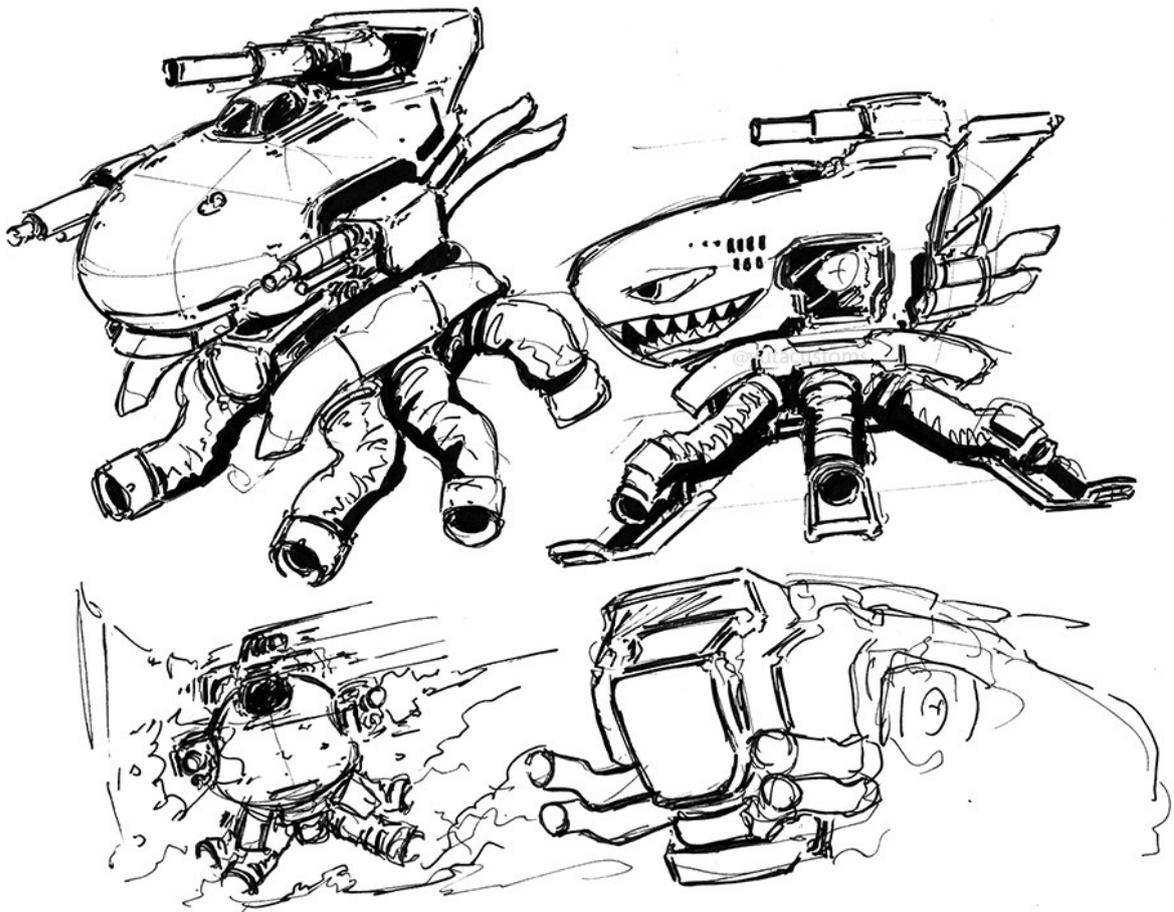


**Just stumbled upon something that is a nod to a past thing.  
It was rather fast-paced and the controls and setting was familiar.**

Enter

Aegis Descent



*Figure 1: closer to a hovercraft than mech in the design. But the cockpit perspective makes it feel like Hawken.*

Short summary.

Aliens invade earth during ww2 (or the great war for those who was there). Humanity as in any alien invasion sci-fi setting. Pushes back, not with infantry nor bombers nor shermans. But with a “mech” that aptly named the Aegis.

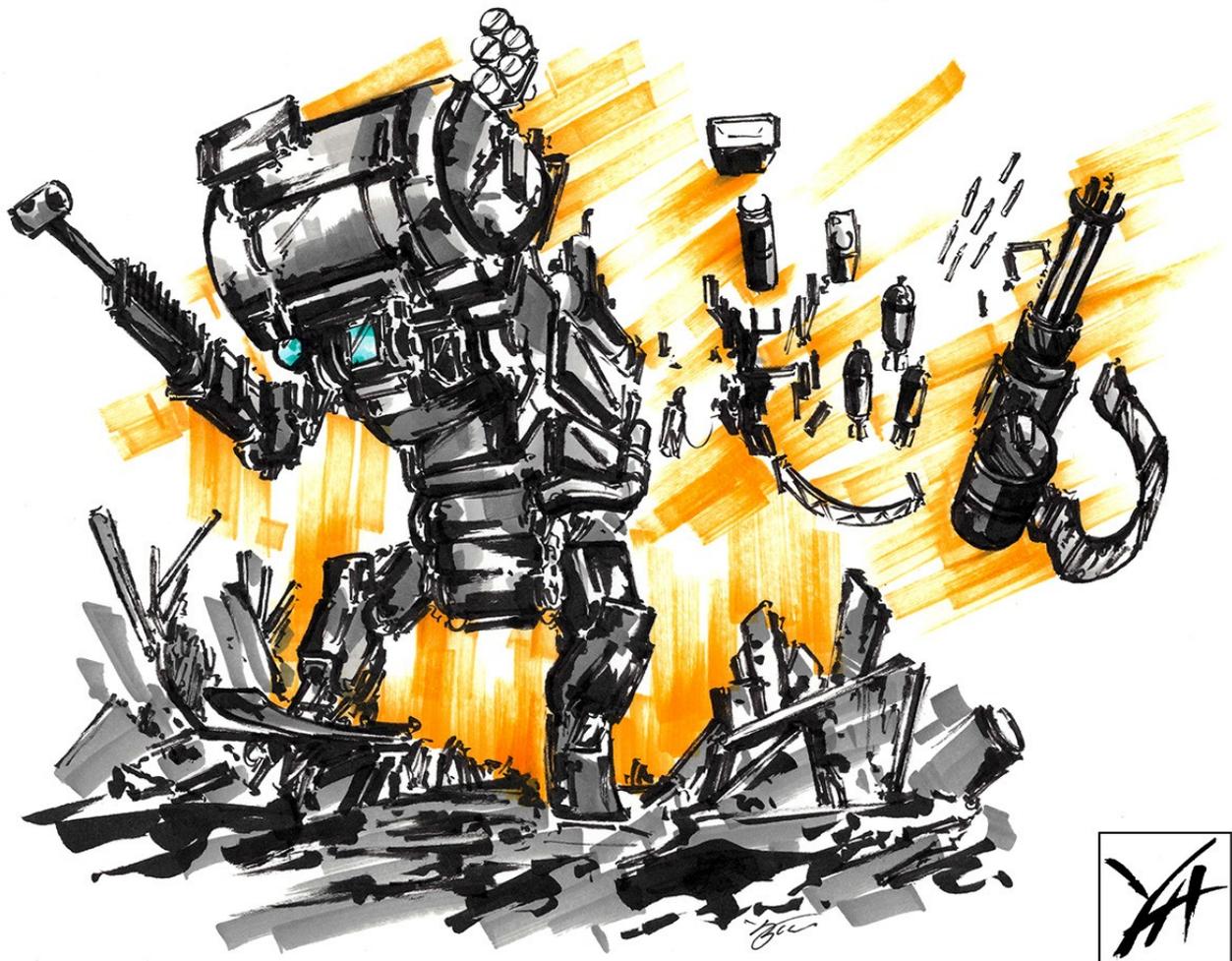
Descent?

That is where the mech will go off to. Taking the fight to where the aliens are hanging around. Underground-a typical place for anything bad and foreign to reside in.

But, the short post here isn't about Aegis Descent completely.

It's about a game I had a taste of almost a decade ago, but will never have it back.

## Hawken



*Figure 2: heavy Hawken look, complete with "disassembled parts"*

Many mecha games are put in the 3<sup>rd</sup> person perspective.

But rarely in the literal cockpit of the walker.

The shaking and boosting of the warmachine can be “felt” but with great sound design, and a cockpit layout that makes sense, makes the piloting experience a more real thing.

Sure, there are certain pod based games overseas where one does pilot 18 meter tall mechs with much more real haptic feedback controls due to the fact the pod is a replica of the mech’s cockpit.

But that type of thing is far from the mainstream market and not viable for people like me.

I guess the appeal of these types of 1<sup>st</sup> person cockpit shooters comes from that fact I do like mecha much.

Since if you replace the mecha with an infantryman, not much changes. So, obviously the setting and genre does count for me.

Even if I had to choose Darksouls or Armored Core, AC will always win since I’m a mech fanboy first and foremost. (though that statement is wavering more and more as time goes on)

Perhaps with the rise of recent robotics and VR technology a full on “mecha-simulator” will be a reality. Given the cockpit and haptic feedback technology is already out there in it’s early stages.

It’s just a matter of wealthy companies invest into it and make a premise worth talking about for like a decade and entire theory videos about them. Until then, most likely Mecha will be something to just out on your desktop akin to a gunpla model.