

# Dream Theater's Making A Game: Here's 5 Albums That Could Do It Too



([http://www.gamersftw.co.uk/author/lm\\_watson/](http://www.gamersftw.co.uk/author/lm_watson/))

by Doc Watson ([http://www.gamersftw.co.uk/author/lm\\_watson/](http://www.gamersftw.co.uk/author/lm_watson/)) on March 2, 2016



■ Contents

Full Article (<http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it-too/#content-anchor>)

Share Me... (<http://www.facebook.com/sharer.php?u=http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it-too/>) ([http://twitter.com/share?url=http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it-too/#text=Dream+Theater%E2%80%99s+Making+A+Game%3A+Here%E2%80%99s+5+Albums+That+Could+Do+It+Too+%40ftw\\_gamers](http://twitter.com/share?url=http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it-too/#text=Dream+Theater%E2%80%99s+Making+A+Game%3A+Here%E2%80%99s+5+Albums+That+Could+Do+It+Too+%40ftw_gamers)) (<https://plus.google.com/share?url=http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it-too/>) (<http://reddit.com/submit?url=http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it->  
<http://www.stumbleupon.com/submit?url=http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it->  
<http://www.tumblr.com/share/link?url=http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it-too/>) (<http://www.digg.com/submit?url=http://www.gamersftw.co.uk/dream-theaters-making-a-game-heres-5-albums-that-could-do-it-too/>) ([mailto:?](mailto:?subject=Dream%20Theater%E2%80%99s+Making+A+Game%3A+Here%E2%80%99s+5+Albums+That+Could+Do+It+Too%40ftw_gamers)  
[subject=Dream%20Theater%E2%80%99s+Making+A+Game%3A+Here%E2%80%99s+5+Albums+That+Could+Do+It+Too%40ftw\\_gamers](mailto:?subject=Dream%20Theater%E2%80%99s+Making+A+Game%3A+Here%E2%80%99s+5+Albums+That+Could+Do+It+Too%40ftw_gamers)  
[theaters-making-a-game-heres-5-albums-that-could-do-it-too/](mailto:?subject=Dream%20Theater%E2%80%99s+Making+A+Game%3A+Here%E2%80%99s+5+Albums+That+Could+Do+It+Too%40ftw_gamers))

If video games were to suddenly disappear out of everyone's minds, and the concept of an interactive medium that could be distributed and used for leisure was not even considered by people, my next love would be music. I have been playing, listening to, enjoying and making my own music all my life, and when it comes to video games, there are very few moments where my two passions collide in a way that I find satisfying. So

when one of my favourite bands, Dream Theatre, announced that they were making a video game themed around their latest album, *The Astonishing*, I did a good think and scrounged for five albums that could be given the same treatment. A good soundtrack is amazing for a game, but to theme your entire game around one album sounds like a mission. But I am going to give it a go regardless.

**Authors note:** I have excluded albums that have already been translated into other mediums, such as Pink Floyd's *The Wall* and Green Day's *American Idiot*. I wanted to go against the grain and find some stuff that nobody considered making a game about. Also, I am ashamed to say that I cannot for the life of me think of a way to do *Dark Side Of The Moon* justice in video game form. If you can find a way, let me know.

### **A Thousand Suns – Linkin Park**

**Who Should Make It?: Jonathan Blow**



(./Dream Theater's Making A Game\_ Here's 5 Albums That Could Do It Too \_ GamersFTW\_files/blowthousandsuns.jpg)

People are divided on Linkin Park's self-described abstract concept album deals with a lot of complex issues in its 47-minute run time: existential fear, political activism, freedom of speech, nuclear warfare, our own mortality, and so on. Some dislike the album's shift in sound, while others criticized it for being too sentimental in its calls to action. Those who do love it – myself included – appreciated the care and attention that every song holds in the album. It is almost not even a collection of songs, but a single, 47-minute audio narrative, and I think it was intended to be listened to in such a way. With such an abstract album and an intense humanistic message, the developer of a game themed around this album would have to be versed in making games deeper than they appear, and tackle tough to answer questions about humanity. So who better than the developer of *Braid* and *The Witness*, Jonathan Blow?

Granted, *Braid* had its own concepts of nuclear war hidden away in its end-game, particular in the collection of the stars. What *Braid* did that was so unique is made a traditional gameplay technique aid in telling its story. The *Witness* also proved that Blow could create something more introspective and contemplative. With *A Thousand Suns*, Blow could devise another artful masterpiece, turning the album into a video game art piece. The animalistic drumming of *When They Come For Me*, the melancholy of *Waiting For The End*, the tour de force of a finale that is *The Catalyst*, and the final epilogue of *The Messenger* would all aid in creating Blow's tale of human self-destruction, and what would come to pass if we were responsible for our own civilizations' demise.

### **Tommy – The Who**

**Who Should Make It?: Harmonix Games**



(./Dream Theater's Making A Game\_ Here's 5 Albums That Could Do It Too \_ GamersFTW\_files/tommyharmonix.jpg)

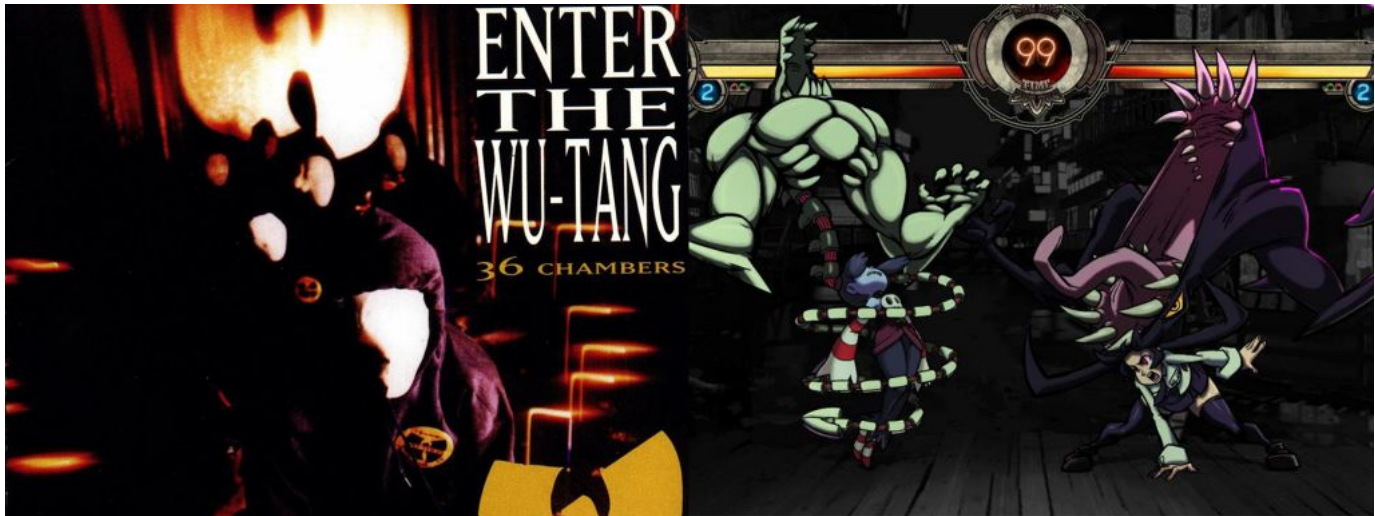
Casual music listeners will know *Tommy* by the amazing song *Pinball Wizard*, but fewer people know that *Tommy* reinvigorated the career of The Who, leading them to make future singles like *Won't Get Fooled Again*, *Baba O'Reilly*, *My Generation* and *Join Together*. The song *Pinball Wizard* talks about a deaf, dumb and blind kid that could blow people's minds by beating everyone at pinball, and that song fits into a larger narrative: the



story of Tommy, the aforementioned wizard of pinball, as he overcomes his disabilities and lives his life to the fullest. Tommy's experiences are those of feeling: he uses vibrations to play pinball, and experiences torture, molestation and the effects of LSD are pure, sensory experiences. What this game would be is a surreal mind bender of sound, visual spectacle and surreal player experience. With that in mind, I would love Harmonix to build a rhythm game around Tommy's life.

Imagine this: a pinball based rhythm game. Every impact is an explosion of colour, a vibration in your controller, a new sound for your ears. The visualiser is both surreal and recognizable at the same time, transporting you through pure synaesthesia. You would live the life of Tommy in sounds and colours: vague hints of the story would propel you through, but that would not be the point of the story. The story itself was never about Tommy, as such. It was about Tommy's communications with the outside world, and his struggle to make himself seen and heard with the tools he was provided. Harmonix could create a purely aesthetic feast for the senses, allowing you to, in some small measure, experience being a pinball wizard yourself. Also, if you licensed the album to allow Harmonix to use it and put it in the game, you'd have yourself a money spinner.

#### **Enter The Wu-Tang (36 Chambers) - The Wu-Tang Clan** **Who Should Make It?: Lab Zero Games**

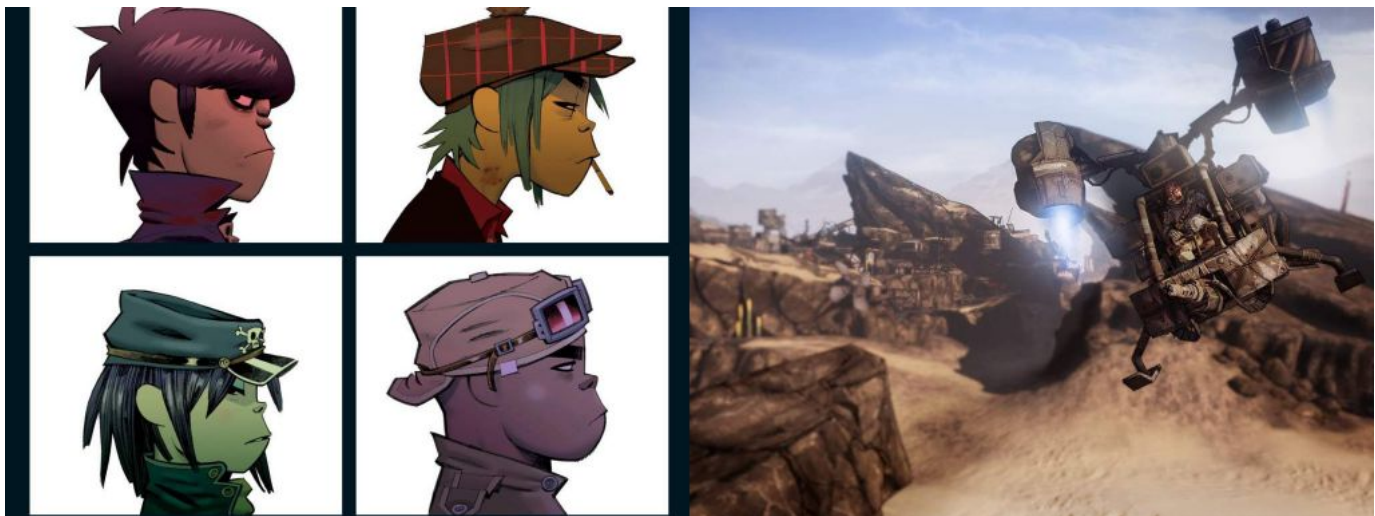


(./Dream Theater's Making A Game\_ Here's 5 Albums That Could Do It Too \_ GamersFTW\_files/wutangskullgirls.jpg)

I think it's time we turn to something a bit more tongue-in-cheek for the next idea, seeing as we have dealt with disability and nuclear apocalypse in the previous entries. The Wu-Tang Clan's style of hip-hop seems incredibly effortless, relying on an amazing feeling of passing the mic around the circle for every rapper in the group to spit some rhymes. The album is so laid back, but aggressive and indulgent in equal measure. Not to mention The Wu-Tang Clan has a penchant for dabbling into other mediums, particularly RZA and his forays into kung fu cinema. If we were to make a game about this collection of amazing rappers, it would have to be bombastic, fun and not to be taken 100% seriously. Think *Broforce* meets *Kanye Quest*. For this task, I turn to Lab Zero Games, the creators of *Skullgirls*, and their amazing art deco visuals to bring this title to life.

Chuck in a story. Does it matter what story? Martin Shkreli stole *Once Upon A Time In Shaolin* back from Bill Murray? A journey to hell to rescue Ol' Dirty Bastard from the clutches of Satan? Someone stole RZA's kid's lunch money? It doesn't matter. What does matter is that it would be a luxurious beat-em-up with a wacky story, beautiful visuals and tight controls. It would be self-aggrandizing, self-parodying, and self-aware. It would be funny in all of the right ways. On top of it all you would witness the splendor that is the Wu-Tang Clan beat up hoards of rookie MCs with the decadent sounds of *Enter The Wu-Tang* playing in the background. Why? Because the Wu-Tang ain't nothing to fuck with, that's why.

#### **Demon Days - Gorillaz** **Who Should Make It?: Gearbox Software**



(./Dream Theater's Making A Game\_ Here's 5 Albums That Could Do It Too \_ GamersFTW\_files/gorillazborderlands.jpg)

This is an idea that is a bit out there, but I have such love for Gorillaz and Damon Albarn that I wanted to do something with them. Gorillaz have always been a touch out there when it comes to their music and style: when your entire band is digitally generated, it's somewhat hard to remain conventional. *Demon Days* is an album about how many different ways the world could potentially end, and Albarn's reactions to the world he lived in in general. It is more of a collection of thoughts than a complete album, but every song has a message of its own that synthesizes into the package that is *Demon Days*. And perhaps it is just my consequent love for the music video for *Dirty Harry*, but I would love to see Gearbox tackle a Gorillaz themed project.

The world is ending. The crew of Gorillaz is somewhat ambivalent, but coerced into rescuing it regardless. The characters of 2D, Murdoc, Noodle and Hobbs are fleshed out to better fit into the band's own continued narrative. The team go on a *Brutal Legend* meets *Borderlands* themed odyssey to save the world from devastation, and encounter many different experiences and enemies along the way, all being serenaded by the hip-hop pop works of *Kids With Guns*, *Fire Coming Out Of The Monkey's Head*, *Every Planet We Reach Is Dead* and *Feel Good Inc.* It is a fantastic story that is slightly surreal but filled with action and British humour, and it would be a game I would very happily play, and not simply because I have a massive fixation on Gorillaz.

## Good Kid m.A.A.d City – Kendrick Lamar Who Should Make It?: Telltale Games



(./Dream Theater's Making A Game\_ Here's 5 Albums That Could Do It Too \_ GamersFTW\_files/maddcitytelltale.jpg)

Kendrick Lamar is the most influential rapper to appear on the scene since Eminem. The King of the West Coast's debut album was a deeply personal reflection of his life growing up in Compton, jumping between the different experiences of a kid trying to escape the influence of hood life, only to invariably be caught and brought back into the fold. All of the struggles that Lamar, and people like him, experienced daily come to life in a fantastic collection of songs that chronicle a visceral, raw story in a way that only Lamar could tell it. There is only one developer that is equipped to go into the detail that such a narrative could provide, and that is Telltale Games.

"Oh, but Doc," I hear you cry, "What about Rockstar? They made *San Andreas*. Can't they make the Lamar game too?" The issue I have with the *Grand Theft Auto* series is the dissonance between the actions that the game expects you to perform and the narrative it is trying to present. Blazing around shooting up pedestrians and robbing convenience stores is fine in an open-world game such as *Grand Theft Auto*. The simple fact is that Lamar's album is quietly cautionary, trying to tell a story where these actions are what leads people to remain in these dead-end areas, only to self-destruct in the process. Telltale's attempt could be a mix of *Do The Right Thing* with the atmosphere of *Life Is Strange*; every social interaction is a test, and every time you step into the hood is another chance to have your life snatched away, either by death, gang relations or substance abuse. The impact of these decisions would mirror Lamar's album and the message it presents beautifully, and I think Telltale would relish in the challenge and create a masterpiece.

\*\*\*

So what do you think? Is there an album that you want to be re-envisioned as a video game? Tell us your thoughts!

aboola\_utm\_source=search123-gamersftw&taboola\_utm\_medium=bytaboola&taboola\_utm\_content=thumbnails-a:Below%20Article%20Thumbnails:)  
aboola\_utm\_source=search123-gamersftw&taboola\_utm\_medium=bytaboola&taboola\_utm\_content=thumbnails-a:Below%20Article%20Thumbnails:)  
aboola\_utm\_source=search123-gamersftw&taboola\_utm\_medium=bytaboola&taboola\_utm\_content=thumbnails-a:Below%20Article%20Thumbnails:)  
You May Like

([http://www.edgetrends.com/favorite-women-1960s-now/?utm\\_source=taboola-dt&utm\\_medium=cpc&utm\\_term=search123-gamersftw&utm\\_content=What+%27I+Dream+Of+Jeannie%27+Looks+Like+Now+Is+Incredible&utm\\_campaign=D\\_073\\_jeannie\\_1](http://www.edgetrends.com/favorite-women-1960s-now/?utm_source=taboola-dt&utm_medium=cpc&utm_term=search123-gamersftw&utm_content=What+%27I+Dream+Of+Jeannie%27+Looks+Like+Now+Is+Incredible&utm_campaign=D_073_jeannie_1))

**What 'I Dream Of Jeannie' Looks Like Now Is Incredible**  
EdgeTrends

([http://www.edgetrends.com/favorite-women-1960s-now/?utm\\_source=taboola-dt&utm\\_medium=cpc&utm\\_term=search123-gamersftw&utm\\_content=What+%27I+Dream+Of+Jeannie%27+Looks+Like+Now+Is+Incredible&utm\\_campaign=D\\_073\\_jeannie\\_1](http://www.edgetrends.com/favorite-women-1960s-now/?utm_source=taboola-dt&utm_medium=cpc&utm_term=search123-gamersftw&utm_content=What+%27I+Dream+Of+Jeannie%27+Looks+Like+Now+Is+Incredible&utm_campaign=D_073_jeannie_1))  
([http://click.watchj.mp/aff\\_ad?campaign\\_id=560&aff\\_id=2588&hostNameId=6337&utm\\_source=cpc&aff\\_sub2=search123-gamersftw&aff\\_sub3=New+Dental+Solution+Taking+the+World+by+Storm&aff\\_sub4=http%3A%2F%2Fcdn.taboolasyndication.com%2Flibtrc%2Fstatic%2Fthumbnails%2F156592fcc0688255d65fdcb581bdb3e.jpg](http://click.watchj.mp/aff_ad?campaign_id=560&aff_id=2588&hostNameId=6337&utm_source=cpc&aff_sub2=search123-gamersftw&aff_sub3=New+Dental+Solution+Taking+the+World+by+Storm&aff_sub4=http%3A%2F%2Fcdn.taboolasyndication.com%2Flibtrc%2Fstatic%2Fthumbnails%2F156592fcc0688255d65fdcb581bdb3e.jpg))

**New Dental Solution Taking the World by Storm**  
CosmeticDental