

What happens when less than stellar video game companies get handed huge IPs? For *Star Wars: Eclipse*, we might just have to reckon with that.



*Star Wars: Eclipse* was first revealed last year in a [cinematic trailer](#) at The Game Awards. Sitting at over 17.6 million views, it's been discussed by both hopeful fans and those a little more... apprehensive for what's to come. But where is this apprehension coming from, you ask? Look no further than the Quantic Dream logo.

For those unfamiliar, Quantic Dream is a video game company whose more notable titles include *Detroit: Become Human*, *Beyond: Two Souls*, and *Heavy Rain*. Known for a specific story-driven formula, the games rely heavily on their narrative, with mechanics centered mostly on player choice in dialogue and action. As a result, some might say they're more 'video' than they are 'game,' but that's not quite the problem here.



*Promo image for Detroit: Become Human*

The issues surrounding Quantic Dream lie not only in the allegations of the company's [toxic workplace culture](#), including racist and homophobic rhetoric, but also in the writing and handling of characters in their past titles. We have David Cage to thank for that, the studio's founder and the director/writer role whose auteurship among the games have been a point of contention for years. From the more harmlessly hilarious actions like [including himself](#) as a literal person in the tutorial level of his game *Indigo Prophecy*, to the more serious, like treating [a robot uprising as akin to the civil rights movement](#) in *Detroit: Become Human*, or writing multiple attempted sexual assault scenes scattered across *Heavy Rain* and *Beyond: Two Souls*... he's certainly come to garner a lot of controversy.

So, what does this mean for *Star Wars: Eclipse*? Well, we don't really have that much to go off so far. First, it's important to keep in mind that cinematic trailers are just that: cinematic. While the trailer isn't far from gorgeous, with its bombastic music and cuts, none of what you're seeing is actual gameplay. That isn't to say Quantic Dream doesn't have a track record of pretty games; *Detroit: Become Human* was incredibly promising in its graphical fidelity. But a pretty trailer doesn't say a ton about what's to come – really, the best inkling of what to expect from the game comes from the trailer's description box: “*an intricately branching action-adventure game that can be experienced in many ways, and puts the destinies of multiple playable characters in your hands.*”



*Still from Star Wars: Eclipse trailer*

In an [article](#) from Ryan Leston at IGN, Quantic Dream's CEO, Guillaume de Fondaumiere, is quoted as saying that the game will retain the ‘fundamentals’ of a Quantic Dream title, with an emphasis on “very strong story” and “very strong characters.” If David Cage's past writing

is any indication, this is likely much more troubling than advertised. Essentially, the game promises to be a smattering of Quantic Dream's 'choose-your-own-story' narrative mechanics alongside some action-adventure elements that make gameplay a bit more pronounced. Already though, the game is rumoured to be in [developmental woes](#), not quite surprising considering the company's past reputation. Which begs the question, why was [Quantic Dream handed such a huge IP](#) in the first place?



*Still from Star Wars: Eclipse trailer*

The video game industry still has a long way to go in terms of inclusivity, both in and outside of its games. But until we see change from within, these problems will continue to persist. Thinking not only about a game's final product, but about *who* made it and *how*, helps us to better understand *why* a game ends up how it does. With people like Cage in charge, it's not just the stories in games that suffer, but the employees behind the company as well. Unfortunately, we'll just have to wait and see what lies in store for the future of *Star Wars: Eclipse*. Here's hoping that the next big IP falls into better hands.