



# DAILY BRIEFING

Bellular News

## Wednesday, 28th October

### **Halo Infinite loses another director**

Chris Lee, director of Halo Infinite and studio head of 343, confirmed with Bloomberg on Wednesday that he's no longer on the project, stepping back to look for other opportunities.

- Halo Infinite has had nothing but bad news after bad news - it's not looking good for Microsoft's flagship franchise. Hopefully having Master Chief on the Series X packaging doesn't come back to bite them.

### **Satya Nadella happy with early Xbox Series X/S reviews**

Speaking during an earnings call this week, the Microsoft CEO confirmed that the company are "delighted by early reviews and excitement" around the next-generation consoles.

- The Xbox Series X and Series S have had a healthy preorder period, with Microsoft promising to have further stock available on launch day to supply the "record-breaking" demand for the next-gen systems.

### **Cyberpunk 2077 gets another delay**

The release CD Projekt Red's hotly-anticipated title has been pushed back by three weeks to December 10th - as confirmed by a joint statement from Marcin Iwiński and Adam Badowski.

- Despite having officially "gone gold", the main reason given for this latest delay is the issues involved with launching across multiple platforms and generations of console hardware. It also seems CDPR employees found out about the delay at the same time we did - which is a poor show.

### **Assassin's Creed Netflix adaptation on the way**

Netflix and Ubisoft have confirmed a content partnership aimed at creating an Assassin's Creed TV universe - a deal which will see live-action, animated, and anime adaptation of Ubisoft's franchise.

- The first project is a live-action series which is currently seeking a showrunner - so it's still very early days. After The Witcher, it seems like Netflix are big fans of the live action gaming space.

### **More studio acquisitions could be on the cards for PlayStation**

That's according to CEO Jim Ryan, who told Reuters that Sony hope to continue to grow SIE Worldwide Studios as organically as possible - to "bolster in-house capability."

- Ryan's statement comes just a month after Microsoft confirmed their \$7.5bn acquisition of ZeniMax, and they've also suggested that they're not done yet. Sony currently have 14 first-party dev studios - who could be number 15?

### **Chris Metzen is back**

The former Blizzard Senior VP of Story and Franchise has returned to games - with the new development wing of tabletop gaming outfit Warchief Gaming.

- Metzen is joined by another Blizzard veteran, former VP of Quality Assurance Mike Gilmartin. This is yet another instance of venerable Blizzard talent setting up shop elsewhere - it'll be interesting to see what Warchief have up their sleeves.

That's it for today - catch us back here tomorrow for another dose of daily news!