

## Discussion Post 4

### Part I:

The first topic I'm thinking about doing is the release of Planet Coaster 2. The first Planet Coaster game came out in 2016 and was known for its creativity, freedom, and attention to detail. Players loved being able to design every part of their park exactly how they wanted. After years of updates and DLCs, the game had a very high rating on Steam and was the most popular roller coaster simulator game available. When Planet Coaster 2 was announced, a lot of people were excited. But after playing the game for the first time, a lot of people were upset and disappointed. The game barely improved graphically, and removed many of the features, assets, and scenery items that were in the original game. Also, a lot of the added content from the DLCs in the original game was missing. It felt like the developers purposely left things out so they could sell them again later as new expansions. For players who spent years playing the game and buying the DLCs, it felt like a huge step down and a cash grab instead of a real sequel. The marketing tried to make it sound like a big innovation, but in reality, it feels like the same game with less content.

The second topic I might choose is Apple Intelligence, which was announced in 2024 as Apple's version of AI. Apple made it seem like it was going to change the way people use their devices, but in reality, it was very behind compared to competitors' AI and it was only available on the newest iPhones and Macs. The features it advertised weren't that impressive either, since most of them already exist in other AI tools. The presentation made it look like Apple was taking a big step in AI, but the excitement turned into public outrage and lawsuits once people realized it wasn't actually as ready as promised, and was false advertising.

### Part II:

**Pop-Culture Text:** Planet Coaster 2 release and marketing

**Genre:** Video game announcement and promotional campaign

**Creator:** Frontier Developments

**Date:** Announced 2024, released 2025

**Exigence:** The game was made to bring back fans of the first Planet Coaster and prove that Frontier could make the next big step in park simulation games.

**Audience:** Fans of Planet Coaster, RollerCoaster Tycoon, and creative-sandbox games.

**Ineffectiveness/Constraints:** I think Planet Coaster 2 is ineffective because it removes a lot of what made the original great and tries to re-sell content that players already paid for. It feels incomplete and focused on profit instead of creativity. The marketing promises "next-generation innovation," but the final game doesn't show that. Many fans online agree that it's not an upgrade, just a downgrade wrapped in good advertising.