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This game will only get better as time goes by
Wikipedia

[Sony Says LittleBigPlanet Gets Better as Time Goes By](#)

Very optimistic words

LittleBigPlanet was a hyped-up game that totally changed the way we looked at other titles. The fact that you could create your custom levels and interact with the environment in every way possible made quite a lot of players buy it, but the sales figures didn't really make it a very successful title for the PlayStation 3.

Many people believed that it would certainly be the "killer app" that would propel the PS3 to the top of the console charts, but such a thing didn't happen. We've heard Sony's head of public relations for the UK, David Wilson, speak about the fact that the time of the year when LBP was launched surely had an [impact on sales](#), and that the game would surely be picked up when Christmas arrived.

Now he comes back to say that LBP gets better over time, as the number of levels grows by leaps and bounds every day. He stresses the importance of user-created levels and how the title will surely offer an experience unlike any other, which will definitely have an impact on any gamer who tries this very innovative title.

"LittleBigPlanet is excellent on day one but even better as time goes by. If you bought this game on day one, you'd play your 50 plus levels on the Blu-ray and dip into the 12,000 levels created by the beta testers. If you bought the game one week later you've got over 84,000 user created levels to play with. This game gets better and better as an experience and as a value proposition."

A very well-argued claim, as a lot of users really wanted to make their own levels and share them with friends. But the fact that the [moderation rules](#) were pretty severe made a lot of players abandon the game, just because it didn't allow them the complete freedom it had promised before launch.