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New rapper stuns with debut album

A Boogie Wit Da Hoodie recently dropped his debut album after becoming one of the freshmen of the year on *XXL Magazine*, a hip-hop based magazine that keeps you updated on the latest hip-hop news.



Music Review
Carlos Blocker
Staff reporter

A Boogie was selling out multiple shows at Madison Square Garden before fame and fans came to him. A Boogie's debut, "The Bigger Artist," was released Sept. 29, shocking the world with a tremendous debut. A Boogie starts off the album with "No Promises" as a tribute to a girl

who was killed on the way to one of his concerts in Louisville.

Being so new to the music industry, he has already done so much – which in some cases takes artists years to do. Developing a solid fan base is one of the hardest things to do when you're getting started, and for A Boogie to already have that solid fan base is something to watch out for in the future.

With such a developed fan base, A Boogie's future in the rap game is looking stronger than most of his freshman class. Also, A Boogie shows how versatile he is in music. Through this album, A Boogie really plays with his voice and reveals to us a slower, smooth vibe with his songs like "Stalking

You," "Unhappy" and "Let's Start Over". In these songs, A Boogie has more of a smooth, mellow R&B vibe, versus other songs such as "Drowning," "Beast Mode" and "Somebody," where his vibe switches to more of a upbeat tempo.

Though A Boogie has multiple styles and different vibes, he tends to come together to make them all fit, placing them in a precise order to where the transition in each song flows smoothly from one to the other.

One of the biggest things that people complain about today is how rappers don't rap about anything. Not with A Boogie – almost every song on "The Bigger Artist" has a deeper meaning behind it. Even the album as a whole can all revolve

around a central target, a girl, and it stays consistent throughout the songs.

In most cases, fans love to hear a storyline or plot that they can follow. It makes the connection between artist and fan that



much closer.

Beats really do make a

song, and the beats A Boogie chose were spot on. He chose beats that fit his voice and style perfectly. One instrument that I could hear the most is the piano. A Boogie seems to love beats centered around a piano. In songs like "Unhappy" and "Say A," you can really distinguish the piano riffs playing in the background.

Overall, I think A Boogie has done a wonderful job not only writing lyrics and picking beats, but coming along so successfully as an artist. This is by far one of the best freshmen of 2017.

Carlos Blocker is a freshman majoring in communication. You may email him at carlos.blocker@sckans.edu.

'Call of Duty: WW2' The hero's journey

The release of "Call of Duty: WWII" last month isn't recent news by any means. However, if you're looking to take advantage of the upcoming holiday deals, this game is a must-have.

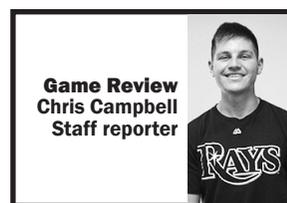
higher-quality gameplay experience altogether. Many devout gamers may disagree with me, but in my humble opinion, "Call of Duty" got it right this year, and overachieved doing so.

far more detail-oriented by establishing a first-person perspective where your actions, thoughts, and decisions ultimately affect the outcome of those around you. This is where I developed a positive impression, because this campaign's success derives from your leadership capabilities in an effort to guide your men through extremely difficult terrain and circumstances.

It also simulates the reality of military tactics to an immense extent. You must make the correct decisions in an untimely manner – otherwise, the lives of your platoon as well as your own life become jeopardized. These are the trivial aspects of warfare that we often overlook. But through this gameplay experience, we really do receive an insight into numerous rigors

and demands of war from a collective standpoint.

Furthermore, I have to admire "COD: WW2's" use of dialogue, due in large part to its compelling content leading up to battle scenes. This is even more apparent during the variety of combat and stealth missions that transpire as the plot unfolds. If you want to know what it was like to fight the most devastating war the world has ever witnessed,



Game Review
Chris Campbell
Staff reporter

then this is as close as you will ever get to it.

With that being said, the journey to overthrow Germany from National Socialism is far more difficult than what history books often mention.

This gameplay further elaborates on that matter. If you are lucky enough make it out alive on D-Day, the road to the Rhine only serves as more of a challenge.

After all, a true hero's journey isn't as glamorous as it seems. It requires the ultimate sacrifice in the midst of utter tyranny. My review doesn't give "Call of Duty: WWII" enough justice. Nonetheless, if you want a patriotic high and an interactive historical lesson at the same time, I suggest investing in this game. For all we know, it could be another decade until we see a form of entertainment composed in this manner again.

Chris Campbell is a junior majoring in communication. You may email him at christopher.campbell@sckans.edu.

CALL OF DUTY
WWII

"COD: WW2" is this year's rendition of Activision's highly renowned franchise, which gives devout "COD" fans a glimpse into the past when "Call of Duty: World at War" was released back in 2008.

Much has changed since then, including the inception of next-generation consoles, as well as

Never in my young life have I played a campaign so thoroughly exhilarating. "COD: WW2's" was so good in fact, I decided to play it twice. The developers created a convincing storyline almost too lifelike. It's more than just shooting the enemy and rightfully advancing to the next objective.

In actuality, the story is