



the carleton student engineering newspaper

THE IRON TIMES

the iron redemption

<https://www.mycses.ca/iron-times-archive>

April 2021

A Frog For Your Thoughts



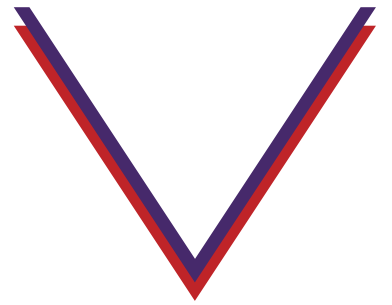
HOW TO ENJOY READING THE IRON TIMES

By: god

Step 1: cocaine

Step 2: yeah

I DON'T CARE
ANYMORE



MICROWAVE MADNESS
PAGE 4

REGRETS
PAGE 3

SPIDERMAN STUFF
PAGE 6

POKEMON GENERATION
TIER LIST
PAGE 9

C-ENG SPEAKS
PAGE 10

CSES EXEC UPDATES
PAGE 15

AND MUCH
MORE!



WARNING:

This publication may contain offensive material. It should not be read by anyone who is easily offended. All opinions expressed within are solely those of the contributors; they do not reflect the views of the Carleton Student Engineering Society. This paper is purely satirical in nature and is not intended to be malicious in any matter.

If you wish to express your views on the content within, please email us at irontimes@cses.carleton.ca.



EDITORIALS

IM FREE

From the Desk of the (free) Editor

Goodbye, Farewell, Amen



Owen Short
- AERO C II -

Well, it's been a pretty terrible ride, a whole year trapped in my stale room with a shitty 1 ft x 1 ft window. But I guess this is the end. As I step down from this position, I can safely say that I didn't do a particularly good job. Most of the issues were terribly late, and of dubious quality. I sit writing this on April 23rd, after finishing my exams, marking the 23rd day this issue is overdue. You might be wondering – how did it get this bad?

Needless to say, the pandemic has been pretty bad on my mental health. As I'm sure most of you have noticed, I am pretty intensely extroverted, so the lack of human contact has been straight fucking me over. Combine that with staring at a computer screen for 14 hours a day, along with some other issues, and you get a pretty perfect storm that results in going to bed at 4 AM and not getting out of bed until noon pretty much every day. This in turn meant I barely went to class, and boy oh boy did my grades suffer. To compound these problems, I signed up for entirely too much shit this year. In my first issue of the year, the first piece of advice I gave was "Learn how to say no" and holy fuck did I not follow that one at all. And, unlike first year, I could not keep up, so everything suffered. It is 100% better to whole-ass one thing than to half-ass like eight things, and I learned that the hard way.

Regardless of that, there are also some structural issues within the Iron Times that make the entire process of creating the paper frustrating. Most of the work falls upon the editor-in-chief. This is an unfortunate reality of only having one InDesign License, so really only one person can produce the final product. Unfortunately, you also need to create C-Eng Speaks, choose

Iron People, make multiple social media posts per month, write content, and edit content the editors didn't get to. The whole paper would be a lot better with a team of people to take over each of these tasks, such that the final product becomes less daunting.

At this point, going back to the old system of two chief editors might work a lot better, if not just to ensure a more consistent stream of content. Creating more specific directorships for the Iron Times might also prove effective, such as a social media manager, monthly columnists, editors, people to make graphics, etc. Having a dedicated team would make the work more enjoyable, a lot easier, and most importantly, a lot more enjoyable to read.

On the topic of reading – It's hard to put a lot of work and passion into something when the only person you know who read it was your mom. And I don't think that's the fault of anyone really. The sad truth is that print media is a dying form, and the last thing a lot of people want to do with their chipmunk attention spans is sit and read tiny 11pt font articles written by dubiously literate engineers. If the Iron Times is to again become relevant, it either needs to be printed again, which is unlikely to impossible, or it needs to change its format. If the Iron Times is to remain permanently entombed within the bowels of the internet, it might as well embrace that. There is a lot of potential with online content, from a proper website with access to individual articles, to more interactive content, or just simply as an easier way to find the paper, rather than it being shoved into a tab on the CSES website.

On top the identity crisis caused by being locked into the internet, I think the Iron Times also suffers from a bit of a split personality problem. There often exists a stark juxtaposition of tone. There is serious, often important content commentating on social problems, mental health, and other aspects of university life that require and deserve somber contemplation. Then, on the other hand, there are Horoscopes where Daniel tells people they will drop a pizza and shit themselves this month. There are joke political treatises written about the importance of barbequing in contemporary society. Clearly, there is some divide here. In my mind, there is

absolutely nothing wrong with mixing content like this, because I like to think that the average person has an IQ higher than room temperature and can therefore clearly see what is a joke and what is not and can view each piece of content on its own merit. However, I can see how some people could be offput by having such contrasting pieces presented in the same format. I'm honestly not sure what to say to this issue. The Iron Times is supposed to be a platform for everyone in the community to write what they want, and I don't think excluding either type of content achieves that purpose. Maybe there is a way to separate it better, maybe there isn't, I'm honestly not sure.

One thing that has been incredibly clear to me through my time as editor-in-chief is that writing is a powerful tool for conversing with yourself. In the business of an engineering degree, it can be easy to get lost in this or that lab, and entirely lose any semblance of solitude and contemplation. Writing is a quick and easy way to force yourself to be introspective, to force creativity, to force a disengagement from things around you for a more objective reflection of reality. Writing creates a state in your mind similar to meditation, stimulates your imagination, and can improve your language skills, which are essential in any workplace (well, idk, I've seen how a lot of profs write). If you ever find yourself bored, or stressed, or anywhere in between, take a second to slap out some thoughts. It doesn't matter if it's a diary entry, a script, a poem, an essay, a story, or an extensive treatise. It will still provide some clarity in an increasingly murky world.

So, I guess that's it. Not with a bang, but with a whimper. It's been a long year, but we all made it. Thank you to anyone who submitted content, my wonderful editors, and everyone who took the time out of their hectic years to read the stupid shit that I put out. It means a hell of a lot. I'll catch you all next year! :)

EDITORIALS

i regret letting andy down repeatedly with late issues

It's Andy Curtis, the VP Publications!!!

Regrets



Andy Curtis
- AERO C V -

What is a regret? It's something that your brain refuses to forget because it meant something to you, or, at least, a younger version of you. Have you ever regretted something? Why? Is there a logical reason? Probably not. And yet, you regret.

Today I'm gonna tell you a story about regret and what it means to me. We're gonna get personal up in this article so all of you better be ready for some deep shtuff. The first thing I'm going to talk about is whether to avoid regret or not, the second thing I'm gonna talk about is something I regret and the third thing I'm gonna talk about is what I regret from my university experience.

Should you try to avoid regretting things? To this I would say, yes and no. Firstly yes, because it creates a very bad feeling around it and Feeling bad sucks. So yes, you should try and avoid regrets, but in some situations it's unavoidable and therefore you should try to understand why you regret things. For

example, should you go attend an event, or do your homework? Either way you will end up regretting one choice or the other. This means that as much as you try you can't avoid regretting things. Personally, I try to live my life to minimize the number of regrets and the number of things I will have to repeat or will miss and can never attend again. For example, if the event is one-time only and you will never experience it again and the assignment is for bonus marks, I would probably attend the event. Although not all situations are cut and dry, the answer can also be deduced through feeling that preemptive regret for not doing something. I really wish that the answer was simpler but I would recommend living this life like you only have one.

Alright here it is, it's story time, we're gonna get serious, so buckle up, this story has got Happy Wheels, death and synchronized swimming. So trigger warnings if you've lost a loved one and don't want to read on. I was at my grandparents place after school and I was about to do the regular, play some computer games. When my sister asked me if I wanted to go for a swim and I said no because I wanted to play Happy Wheels on my grandparents' computer. My sister also decided not to because I wasn't going to. After playing Happy Wheels for about an hour I was surprised to see my sister come upstairs as usually she had left for synchronized swimming. It turns out that grandmother could not take her because she had passed away due to a stroke. In the pool area. But should I regret not going into the pool to swim or should

I regret playing video games? The answer that I determined after a while was that I should regret neither of those things. I was told that there wasn't anything I could have done even if I was right there to help. And yet I still live on with that feeling of regret. Even though there was nothing I could have done.

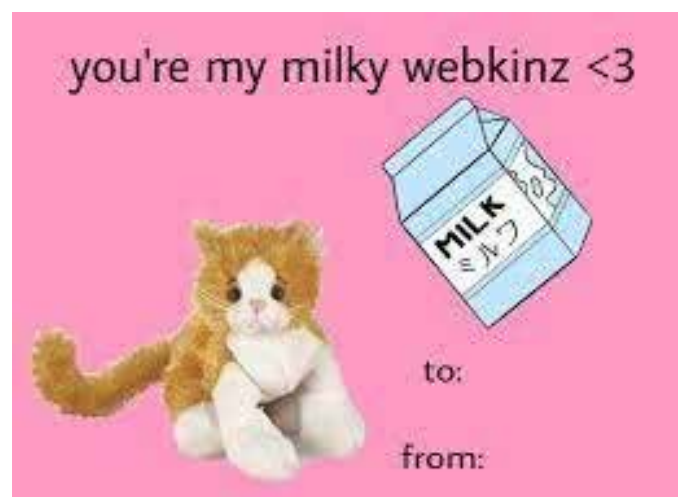
Now for a cheerier topic: things that I regret not taking part in at school! The reason that I find this topic cheery is because I hear all the wonderful things that everyone I've met have done in university and I regret not taking part. I always wanted to go to a conference, but I have not because of various reasons. They always seemed super fun and a great way to learn about the particular topics. I also wanted to participate more in Leo's. Leo's Lounge has always been a lovely way to get involved in the community and I wished I would've gotten involved more involved with it throughout my time here at Carleton. I also feel like I could've been more involved with the Carleton Mechanical and Aerospace Society. I never did more than an office hour, but I really wish I would've run for a position within CMAS at some point. Yet, despite these regrets, I am happy with my contributions to the Carleton Engineering community.

Well, this may be the last article I write for the Iron Times, but I wanted to say thank you to the community for everything that you have done for me. I have never felt as welcomed into a place as I have here at Carleton. I love everything about this place and all the people that I



eva lucía
@aveceseva

a few weeks ago a friend of mine said "this pandemic took everything from us except for work" and I haven't stopped thinking about it since





COLUMNS

microwave good



Alex Miller
- ARCH D IV -

So when you think of microwaving food, popcorn is one of the first foods to come to mind. And if it isn't, it really should be, because it's one of the tastiest, most versatile foods out here. Here's a little April Fool's prank for y'all-- in this edition of foods to make in the microwave, I think the most iconic microwaveable food is best cooked on the stove. Popcorn is my love language. I have it for dinner at least once a week. It can be salty, sweet or plain and can satisfy all your cravings if you're creative enough. It's also super quick and easy to make! Popcorn is an incredible food with endless possibilities, and if that isn't enough to convince you, it's also a pretty healthy snack, barring on

what you put on it. It's also cheaper to buy loose kernels that are the equivalent of several boxes of microwave popcorn, if you like saving money. Either way, cook up yourself some popcorn and get creative!

Topping Recommendations

- Lots of butter and salt for that remember-when-we-could-go-to-the-movies nostalgia
- Parmesan cheese and rosemary
- Melted peanut butter and honey (pro tip-- eat this or any other sticky popcorn concoctions with chop sticks and thank me for the cleanliness of your keyboard later)
- Your favourite spices (with butter for better spice stick-age)
- Honey (tastes like kettle corn), maybe with salt or cinnamon
- Melted chocolate and salt
- Taco seasoning mix
- Those premade popcorn toppings

Ingredients

- 1/3-1/2 cup popcorn kernels (depending on the size -of your pot)
- A couple tablespoons of canola oil (or any oil really, but I think canola tastes best), and a spoonful of butter if you feel like it
- Your desired toppings

Instructions

Put your oil (and butter) and a few kernels in a pot over medium-medium high heat
Once those kernels pop, add the rest of the kernels
Shake the pot every once in a while so the kernels don't sit and burn
Once all the kernels have popped (you don't hear one pop for a few seconds) take off the stove, pour in a bowl and add your toppings. Enjoy!!

((April Fool's prank numero dos-- hope you all liked the past recipes cause sikeeee I never tried any of them oop))



Hogwarts: A History - Ranking and Discussing the Rise and Fall of the Harry Potter Video Games Volume 2



Francis Baccin-Smith
- ELEC V -

Continued From The March Issue:

#2: Harry Potter and the Chamber of Secrets on PS2

Speaking of a perfect sequel...
The PS1 Harry Potter was well-received due to PS1 Hagrid's pure sexuality but had relatively little going for it otherwise. It was kind of a Zelda clone, but lacked rewards and all spells were contextual, like in the PC version. The atmosphere was ok, but not nearly as strong as on the PC. This game was built to follow that game up. It did brilliantly.

In this game, spells are Zelda items. We went full clone with this one, boys. Put any spell on any of your 3 available buttons, and you cast the spell with it. You can hold the button to charge the spell, which has a more dramatic effect or lasts longer depending on the spell. Harry learns a bunch of spells this time, and to do so he has to go through Spell challenges like in the PC games, only these ones require him to obtain a spellbook halfway through and then use the spell to escape. It's definitely not safe for the children, but Hogwarts was never

meant to be, or else they wouldn't have had an evil snake in the basement.

Most combat is done by strafing attacks and shooting Flipendo back at enemies, but there are unique enemies that need attacks to be reflected at them, or to be thrown in cages to defeat them permanently. Duels also show up occasionally, but they're rare and use the same spells as in normal gameplay, unlike the PC version which introduced the useless spell Mimblewimble for some reason.

A big change here was that PS2 Chamber is actually mostly a stealth game. Prefects try to stop Harry going outside when it's late, so he has to Met-al Gear Slide his way past them to get outside to see Hagrid, learn unique spells to get Neville out from behind a tapestry, and find a library book. The game forgets that Harry has the invisibility cloak, so you have to physically sneak past a bunch of older school nerds who are endlessly patrolling the library to reach the restricted section without the clap of your asscheeks alerting them. It's tense

COLUMNS



i read this 4 times for fun

stuff- if they see you they cast Locomotor Mortis on you and your legs are turned to jelly. Sadly, Harry does not know the counterspell, and he will lose house points if he is caught.

Yeah, house points are back, and they do unlock an extended ending if you get enough, I think. It's always hard to tell with these games. There are optional activities to get more, like lost and found items. Oh yeah, extra activities! You can actually fly a broom around Hogwarts grounds this time! You can LAND on the castle parapets, where you can find the gnome-throwing minigame! The whole place is entirely modelled and ready for exploring, and you can fly anywhere you want! It's a bit finicky, but it is great fun, especially when the music kicks in!

The console versions and PC versions started to use different music this time, which eventually led to the PC versions and the console versions being the same come Goblet of Fire. The console music (by Jeremy Soule, again) is excellent, though it does generally use lower notes. Highlights include the main theme, the Basilisk fight, Library Enter, and Diagon Alley (which was used for the PC pause menu music and is the definition of peace).

This game is also the first game to have Fred and George's shop, which foreshadows their shop in the 6th book. I forget the timeline, but I think this actually happened before that book was released. Just an interesting factoid for you to chew on.

Also, Quidditch here was the best it's ever been. Chasing after the snitch on the Quidditch pitch, boosting to supersonic speeds to catch the bugger - excellent stuff. The sheer number of secrets hanging around the castle was also amazing, and assured you that there was always something to find behind every corner. Learning new spells and using them to light braziers to reveal a hidden wizard card, flying to the top of a tower to find a series of broom races, and making Slytherin lose house points by getting caught while polyjuiced into Goyle - these are experiences that are well worth having.

#1: Harry Potter and the Prisoner of Azkaban on PS2

After this whole journey we've been on so far, here

we are. Why is this #1? Let me count the ways. PS2 Prisoner of Azkaban has the best atmosphere in the series. At night, the castle is filled with shadows, rooms are covered in cold blues that are barely lit by golden torches. As Sirius Black becomes a present threat and the Dementors close in, the castle becomes more threatening, yet still retains that aura of home-y-ness, like this is a place you thought was safe, but a dark force is intruding upon it. In the day, the castle is bright and sunny, as students go about their days and talk casually in the halls. The grounds go through several different seasons - starting in the rainy fall, entering a snowy winter, going to a sunny spring and ending on a summer that's really just spring but you get the drift. The grounds are once again fully explorable, and though there are fewer things to do, they are bigger than ever before.

This time, instead of using a broom to move around Hogwarts, you use Buckbeak the hippogriff. He's an excellent friend to have, but only Harry or Hermione can get on him because Ron is disrespectful I guess (poor Ron). Buckbeak is a bit more awkward here than the broom was to control, but it's clearer when you can get off of him. Quidditch was axed in this game (I assume because they were making Quidditch World Cup and didn't want to compete with themselves), which is sad but isn't that noticeable a loss.

The game is once more a Zelda clone, but this time you can freely switch between Harry, Ron, and Hermione. This is the only game to do that. Each has their own unique spells, which they learn in challenges they go through together (minus Expecto Patronum, a challenge that only Harry goes through). Puzzles are more complex. Secrets are hidden more cleverly and become necessary as parts of the castle are closed off during the main story.

The music in this one is, I think, the height of the series. The main theme, Follow Rain, Patronus Boggart, Buckbeak Night Flight, Extreme Patronus - all excellent tracks that really make you FEEL like Harry Potter and the Prisoner of Azkaban.

Stealth returns, but this time it's simplified. The often-frustrating prefects of the previous game are mostly gone, replaced with instant loss detection and knights with clear vision cones. There is an annoying part near the end of the game where you

have to distract trolls with dung bombs to escape notice, but that's introduced as the stealth was becoming ordinary so it's appropriate for the difficulty curve.

Overall, Chamber of Secrets has more content. But the content in this game is just transcendent. It improves everything that was done poorly before, maintains the quality of everything good, and trims the fat to create an excellent piece of entertainment. Everything comes together in this one, and if they intended to make a masterpiece, all I can do is nod and say - Mischief Managed.

--

So, there you have it. 13 Harry Potter games kind-of reviewed and ranked. If you've bothered to read through this, I respect you immensely. You ate the mushroom. So did many of the talented devs who toiled away at this IP under EA, as the company chose to become the evil corporation it is now. They chose to try to make something good each time, until the last games finally broke them. All I know is, there were people there who cared, until the bitter end, as seen in the last game's after-credits video. I hope they know that their actions were appreciated by someone out here in this big, wide world.

Learn from these folks. Let their sacrifice mean something. We all stumble and fall, for that is what it means to be human. We all make our Deathly Hallows: Part 1s and our Goblet of Fires. But that does not need to be where our story ends. This story had a tragic end, but now a new game comes bearing the promise of Hogwarts and its exploration with it. We will see where this leads, whether it be bitter or sweet, and I am doing my best to think pessimistically about the upcoming Hogwarts Legacy (tm). It will never play the Happy Hogwarts leitmotif. It will not hold the same magic as these games did for me. But perhaps it will have a magic all its own, and I can only hope that whatever comes of it will inspire the same wonder I had in others. That is all any of us can do.



COLUMNS

why does he write like he's running out of time

The Spectacular Spider-Man: The Web-tastic Wallcrawler and his Vicarious Videogames



By: J Jonah Jameson

What's up, true believers! Step right up to your favourite pundit publication and give ol' Stan the Man a gratuitous greeting, because today we'll be delving into the depths of the deadly, dastardly, the masked and menacing media outlets of the one and only web-slinging superhero, Spider-Man! Our favourite crusader of justice has appeared in many different forms over the years, from masterpiece movies to more mixed movies to MCU movies, and all the comics and cartoons in-between! But how has our hero fared in the video game market? Let's discuss!

Spider-Man had quite a few games back in ancient times. They varied from platformers, beat-em-ups, and the occasional pinball machine. Probably the most well-regarded was the 2D beat-em-up, Spider-Man and Venom: Maximum Carnage. Based on the storyline from the comics, it saw players in the ol' arcade acting out the roles of the eponymous enemies as they teamed up to defeat their mutual foe, Carnage. One notable feature of these games was their complete inability to depict web-swinging, a crucial part of our hero's character and abilities. The games were limited by the technology of their time, and thus swinging through the air was simply impossible. It was either a weak swing used as an attack, or it was ignored entirely.

Enter 2000. The turn of the millennium brought with it the PlayStation 1, and a gregariously gorgeous hunk of a man known as Hagrid would be hitting the console the next year. But before that most handsome man could melt our mother-lovin' hearts, Spider-Man hit the console in the hit game... Spider-Man. Also known as Spider-Man PS1. In this game, the PS1's classic fog, used to hide areas of the world that shouldn't be there, was

explained to be a gas sent out by the villains to turn everyone into symbiotes. It was also the first game to allow you to web-swing properly, though the webs connected into the sky and you could only swing a short ways before the daring, dynamic Spider-Man dropped like a duck in a dungeon to his doom! Even so, it was still a revelation in the wall-crawler's gaming existence, and the first time he got to tussle with most of his opponents in the 3rd dimension!

It did, however, suffer from some issues. The PC port in particular is broken as shit, even back on Windows XP. Several cutscenes would break and kill Spider-Man before you could regain control. One level ends with Spider-Man falling on a crate into the death fog, which then would load into the next level - but when I played it, Spider-Man died before he hit the loading zone! Truly a sign of a well-made game.

But it was a well-made game, and it spawned a sequel: Spider-Man 2: Enter Electro! Unfortunately, word is this game wasn't as great as its predecessor. Or perhaps it could be said that it didn't improve on it much. The only real change is that the ground of the levels was now available to walk on, though the levels were shorter to compensate. Its greatest claim to fame was that the final battle was supposed to take place atop the Twin Towers. The game was released in 2001. Oops. They recalled the disks and changed the ending, which makes things more nonsensical but hey. That's show biz!

The next major game for our hero was... Spider-Man. Spider-Man PS2. Based off the Sam Raimi movies, it sees you be insulted by Bruce Campbell, who acts as the narrator for the tutorial. Tobey Maguire then engages in battle with many villains who weren't in the movie and also the one who was - Willem Dafoe! That's the character's name, I tell you what. Anywho, it copied the swinging from the PS1 game and was generally inoffensive.

Spider-Man 2 was the big one. Some madlad said, "What if Spider-Man didn't swing on the clouds, but swung on the buildings?" Another fella said, "That's impossible with the PS2 hardware." The first guy said, "I did it." The entire company shouted in surprise. Then the guy was shot dead by a sniper from the future to prevent world peace from occurring too early. Spider-Man 2 had a full-fledged physics system for web-swinging, wall-crawling (and running), and leaping off the skyscrapers of the now open world New York City. This was what everyone had been waiting for - it was THE Spider-Man game. Bruce Campbell was also now a collectible, with icons around the map that could be hit to hear him say a funny thing or give more tutorial tips while insulting you. Combine that with

Spider-Man 2 being a fabulous film with a sensational story, and you have a glorious game! Also, it introduced the world to Funicula Funiculi, better known as the Spider-Man 2 Pizza Delivery Mission Theme. This makes it the perfect game.

Next up is my personal favourite. A comic had been created called Ultimate Spider-Man, and it was a good time. Spider-Man 2 had been labelled God's Gift to Mankind, and the publisher wanted more. So they got the writers of the comic to make a story that tied into it, and boom. Ultimate Spider-Man (the video game) told a compelling Spider-Man story detailing the conflict between Peter Parker and his childhood friend-turned-cannibalistic monster, Eddie Brock Jr./Venom. It let you play as both and added in the ability to double jump and climb up webs while swinging to increase your vertical height. It also expanded the world and switched art styles to be cell-shaded, which means it doesn't look like shit today. Overall, an excellent game and one of the first to force you to kill a prepubescent in order to complete the tutorial.

Spider-Man 3 was the first Spider-Man game on the PS3, and it is a meme. Just look up the failed quick-time events. They are hilarious. Uh, the swinging felt like shit compared to last time and Spider-Man was really small compared to the buildings, and the bosses were all slogs. Not great. Unfortunately, this was the end of Spider-Man's physics-based pugilism and platforming.

Spider-Man: Web of Shadows was up next, featuring Spider-Man dealing with Venom turning Manhattan into a zombie/symbiote apocalypse that got quarantined. It was pretty good, but the swinging now pretended that you swung off buildings, instead of actually caring about the physics. Coupled with the fact that it was rather ugly, and that the plot was basically a retread of Spider-Man PS1 that tried to add a choice system between being really whiny or really edgy, and you have THE game for the edgy 'oughts.

At this point, Spider-Man had been milked drier than a mammal with mentos, and so the new developer, Beenox, moved away from the open-world format to focus on level-based games again. Their first attempt, Spider-Man: Shattered Dimensions, was pretty good, focusing on a number of alternate dimension Spider-Men and having Neil Patrick Harris voice one. It was, however, very clearly trying to match the gameplay of Batman: Arkham Asylum, which released to critical acclaim and unseated Spider-Man 2 in many people's "best super-hero game ever" spot. It did not succeed. Their next attempt, Spider-Man: Edge of Time, was basically the previous game but in a single office building with some token attempts at a time travel

COLUMNS



This is the best thing i've read all month and i read a lot

plot and some interesting concepts in the story. It was very mediocre.

Both of these games had thrown away the old swinging mechanics, and so when their next project, based on the Amazing Spider-Man film series, was announced to be open-world once more, there was excitement for a return to the old ways. This was not to be. The Amazing Spider-Man game was pretty good, and acted as a sequel to the movie, but also directly copied the Batman: Arkham combat system, which had now released a second, even better game to most. Since the copied system was not copied well, and swinging was entirely based upon the "swing on air" method (with an additional "go there" button added), it did not break new ground.

The Amazing Spider-Man 2 game... happened. It tried to go back to the swinging mechanics of

the real Spider-Man 2 but implemented a left- and right-swing mechanic that muddled it, and it wasn't actually physics-based. The combat hadn't been improved. It was disturbingly ugly. Arguably the best part of it was that it gives an alternate universe where the movie's events basically don't happen. A very confusing game that is better left forgotten. Finally, we end where it all began. The next game was Spider-Man... PS4. Physics-based web-swinging made a triumphant (though not entirely correct) return, combat was an improved mix of the Arkham style and unique abilities with a focus on knocking enemies into the air, and the story was *mwah* quite nice. Though it also involved Manhattan being quarantined due to a virus. In this case it wasn't symbiotes but instead a deadly bioweapon. It was, uh, oddly prescient? Minus the man-made part, I suppose, but still...

So, true believers, what can we gain from the sordid assortment of studios and their sweat-soaked outputs? Only this - that Spider-Man, as a scientist himself, is best when his webs are based on the principles of practical physics! The only games that used the classical and fondly-remembered formula were Spider-Man 2 and Ultimate Spider-Man, with Spider-Man 3's physics being wack due to the pin-cushioned proportions and Web of Shadows pushing away from it. Therefore they are the best. Spider-Man PS4's physics don't really work in the same way due to casualization, but they are quite enjoyable and entertaining! So go forth, and spin your webs into the future, young readers! And remember, with great power, there must also come great Current Squared Times Resistance! Excelsior!

POV: It's 2023 and you've been banned from every social media platform on the internet but the shitposting must go on



Me in the mirror after a mental breakdown:



COLUMNS

this was good article

A definitive ranking of all Pokémon generations, don't @ me

By: Mya Binns

Pokémon has been a cornerstone in my childhood development since, similar to the main protagonists, my father never had much time for me either. The first game I ever played was HeartGold but since then I've acquired more of the older and newer games. With quarantine and the ever-growing procrastination of my academic work, I've had plenty of time to play and replay the games, so why not rank them? So rules for this list: 1. Only main series games count, if not then Pokémon Mystery Dungeon would probably rank #1 (Treasure Town music fuckin slaps, go listen to it). 2. I'm counting any reboots or sequels as part of their original generation. I know HeartGold and SoulSilver are often considered part of Generation 4 but for the sake of simplicity let's just not :)

8) Generation 8

Fitting, isn't it? Sword and Shield initially got some bad press due to cutting a lot of fan favourite Pokémon out of the game. The Wild Area felt boring and unnecessary, and it doesn't help that it came out on the Switch either. But the music is pretty funky and some of the Pokémon designs were actually really good. One main issue I have is that everyone's horny for Marnie and Sonia, which violates the Geneva Convention and sends them straight to horny jail *bonk*. Also the Dynamax evolutions are not as good as the Mega Evolutions-- fight me. I don't have much to say tbh, I just really didn't like this generation.



7) Generation 1

Generation 1 isn't that bad for the start of a franchise. The gameplay was simple enough and it was built upon a pretty cool idea. It had a relatively open design so you could battle gyms in whichever order you wanted, but other than that there isn't much else to it. The story was barebones and trainer battles always felt weird. Pokémon types were obviously in their infancy, but psychic types were way too overpowered. There's very little reason to replay it other than for the sake of nostalgia.

Pokémon Let's Go: Pikachu and Eevee took a more relaxed approach to catching Pokémon and filling out the Pokedex with all Pokémon being visible. The new catching method for Pokémon was interesting but sometimes didn't register where you threw your Pokéball properly, causing you to waste some. Even with Let's Go being a fun and refreshing return to Generation 1, it really didn't do much for me and I still hold Generation 1 low since it's not really worth returning to.

6) Generation 6

The Mega Evolutions fuckin slapped. Did Mega Rayquaza completely break the game? Yeah, but that design was incredible. I'd say most of the Pokémon who got Mega Evolutions had really good designs, except they really did Ctrl-C Ctrl-V Latias and Latios' designs. The introduction of Fairy type Pokémon was also interesting, finally giving something else to beat Dragon types up with. Other than the Mega Evolutions and Fairy type there isn't much else to talk about. The story was pretty mediocre and Team Flare lacked any sort of flair which is ironic since they're a group of criminals obsessed with fashion. Sure, it was the first 3D game, but overall it's a pretty forgettable generation.

5) Generation 7

Sun and Moon changed the formula up a bit and I think it was well deserved. Instead of just going around beating up other kids' Pokémon and beating a bunch of gyms, players got to complete challenges as they explored the fantastic world. I know Pokémon games have never been the pinnacle of storytelling, but all the characters were well-designed, well-characterized, and often memorable. The beginning is slow and the game definitely holds your hand a bit too much and the "call for help" system made catching Pokémon more difficult than it really needed to be. I will say that the main villains of the game were so fucking ridiculous I couldn't take them seriously, take that as you will.

Ultra Sun and Moon definitely improved the story and certain gameplay aspects. The addition of Ultra Wormholes was pretty fun but the Mantine mini-game and the Battle Agency online felt a little odd in the games. Overall, Generation 7 was pretty good and has some fantastic Pokémon designs, especially the Ultra Beasts.

4) Generation 2

Am I biased because of Entei? Yes, but that's not to say my love for the game/generation

relies solely on them. Pokémon Gold and Silver had a fantastic town-spanning story and built upon the trainer battles and levelling system. The day and night cycle was an interesting feature as now you had to schedule when to catch certain Pokémon (or you know, change your DS settings). Friendship levels and breeding features were also added in the original games and have stuck around. The mountain-top battle with your rival was such a momentous occasion and was really hyped up and I found it paid off.

HeartGold and SoulSilver were fantastic re-makes and still keep the core story and gameplay of the originals. The biggest addition is the Pokewalker, a device which allows you to take a Pokémon from your game basically anywhere and get gifts after walking a certain amount of steps. It's essentially a Pokémon Tamagotchi but hey, it was really fun to play with at the time. The Pokécathlon was a neat addition, allowing you to get rare items such as evolution stones, rare candy, and held items. It was also neat to completely flex on all the NPCs with my team of legendaries and leave them in the dust. Overall, Generation 2 still holds up, mostly relying on nostalgia. Something I found funny while replaying HeartGold was when the kimono girls meet you up on the Bell Tower and encourage you to capture Ho-Oh, you can just walk back down the ladder and never battle the giant gay bird staring at you.

3) Generation 3

I would argue that Generation 3 had some of the best starters in the entire franchise. Mudkip is a baby. The game is exceptionally paced for the first few parts, jumping the bar and then slamming its nuts on it during the last quarter. While not as story-heavy as newer games have become, it did its job to guide the player through the region. Some things I very much disliked is how HM-heavy this game is. Honestly you end up with a Slowpoke or a Wooper as an HM whore. Another issue was just with how each type was marked with either being a physical or special attack and not on a move-by-move basis. The land-to-water ratio was god awful and just became "oops, all water!". It's also unfortunate that old Pokémon from other generations could not be transferred into the game and not all Pokémon were in Ruby and Sapphire.

Omega Ruby and Alpha Sapphire helped fix these issues but were still lacking in certain areas. Water types were way too favoured in both renditions of the game so if you liked fire types, sucks to suck, bitch. But the Cosplay Pikachu you can get is fucking adorable and nobody can pry it from my

COLUMNS



i wanna play pokemon again now

cold, dead hands.

Something else I'd like to note during the showdown between Kyogre and Groudon (which is basically just a staring contest), Groudon has this tiny piece of land while Kyogre has the entire fucking ocean.



Then, when Rayquaza shows up, Kyogre dives back down into the ocean but like, where the fuck does Groudon go? He's stuck on a tiny island like did he just swim to shore? I don't know, why aren't more people talking about this?

2) Generation 4

Generation 4 really modernized the Pokémon formula and improved on the physical or special attack designations. Battles had a respect-

able difficulty to them and the villains were actually threatening and not just walking jokes. My main gripe is how difficult it is to obtain evolutionary stones. Rip if you wanted a specific evolution. But it also introduced WiFi features such as Mystery Gifts and the Global Trade System which opened up the social aspects of the game. Team Galactic are still iconic to this day and pose the biggest threat out of every Team Rocket recolour seen in Pokémon. Although people are horny on main for Cynthia so uhhhhh



Pokémon Platinum is such a fantastic game even if it pretty much follows the same story as Diamond and Pearl. It improves on certain aspects of Diamond and Pearl but still falls short of being a perfect game. The weird story beats and sad move pool definitely hold back this generation. Also, the remake looks fine y'all are just mean.

1) Generation 5

The Unova region is so incredible with the crazy weather controlled by the three legendary

Pokémon. Team Plasma is just as iconic as Team Galactic and just as malicious in their intent. The brainwashed trainer N makes a great rival and makes for some great battles. Team Plasma was just a funky little stepping stone for Ghetsis' plan, encouraging people to free their Pokémon so he and his Hydreigon can rule the world unopposed. Not to mention he repeatedly tries to kill the main character, what a bitch.

The additions of Black 2 and White 2 allow you to go back and see memories of N and Team Plasma which help develop the story and world more. We also saw the introduction of triple battles and rotation battles which are pretty neat. The C-Gear allows for better connection to the internet and by proxy other players. The Pokémon designs are more hit-or-miss than previous generations but certain Pokémon like Zorua and Zoroark (despite being blatant furry bait) are memorable in their design. Black 2 and White 2 are the best games for anyone just getting into the Pokémon franchise. Fantastic design, gameplay, story, and cock.

That's it, that's the list.

Taiwan teen woken from 62-day coma by words 'chicken fillet'



"Please wake up we need you!"



"Chicken fillet"



AI is going to take over the world
AI:



pet crab eating onion ring

1.2M views · 4 years ago



joojobbil · 2 years ago

Sometimes when I'm eating alone I turn this on and pretend I'm eating with him

21K likes · 259 comments



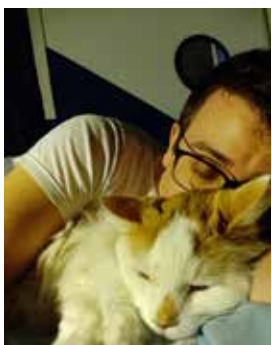


COLUMNS

this section is hell to put together



What is the best advice you've ever been given in two sentences or less?



Eric Lacey
IMD ???

Every time you cook, always put the time, effort, and care into making the food as if you were trying to impress a pretty girl. That's how you become a great cook.

Whatever you can't fix, hit it with a crowbar



Crowbar

Sometimes you need to be selfish. Do what's best for you <3



Alex Miller
ARCH D IV

"Just do it"
- Shia LaBeouf

just wing it

Brooke Walton
BMED MECH

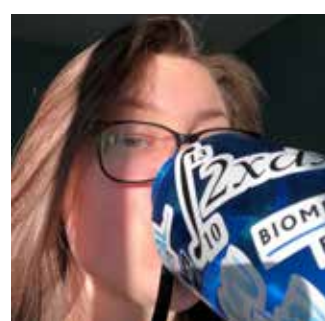


don't get dead



Taytum George
CIVE III

Laurel Julien
BMED MECH II



Adam Dublin
AERO C V



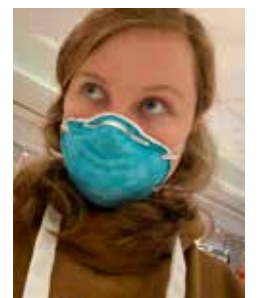
Join the musical.

Anakin Skywalker
Jedi Knight IV



When you do something, always give it 110%. If you slaughter a village, kill not just the men, but the women and children too.

Don't put metal in the microwave.



Nadiya Scratchley
AERO C II

When you blame something on someone else, don't expect it to get better.



Luke De Groot
AERO A II

COLUMNS

ERDEM LMAO



Erdem Yanikomeroglu
COMP SYS IV

Go for the low-hanging fruit

Life sucks, but your friends are there for you



Hani El khairy
CIVE III

What did you want to be when you grew up (as a young child)?



A mobster

An architect



ballerina



Probably not a constantly tired first year engineering student sleeping from 8am-2pm most days due to poor time management, spending 12 hours a day at my desk every day without fail, mainly constantly procrastinating on important work during that time and then struggling to make every



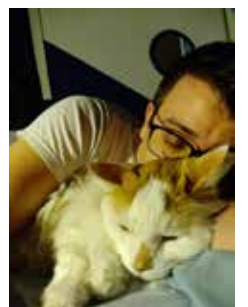
Pretty much every stereotypical thing a child wanted to be



Aerospace Engineer...
Damn it.



Exactly what my career placement test told me:
Human Taxidermist



friends with a manatee

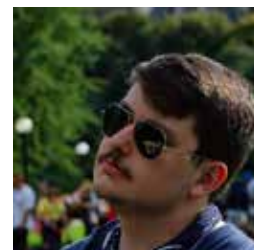


I wanted to own a flower shop and live above it

Happy



A Lego Designer



I wanted to not be a slave and to bang the queen of a planet. I actually achieved both of these, though, so now I'm looking to be a Jedi Master on the Jedi Council!





COLUMNS

im watching MASH with daniel

What is your favourite body part and why?



Eyelids. They shield me from seeing your ugly mug.

knee pit. its like an elbow pit or arm pit, but for your knee

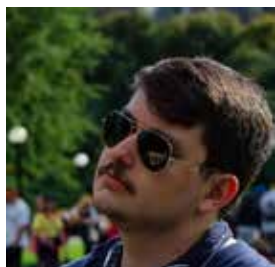


Knees and Elbows of course

Kneecaps



Eyes, they're just so damn cool and



Probably my right arm, though my left arm and legs are all close seconds. I just really love my limbs so much. They're so great and limbic.



finger #7 bc it's crooked

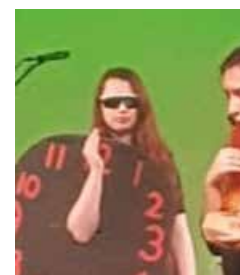


The Nose. Because smelling is pretty cool, you'd look pretty wack without it, and also because boop.

This fingernail I've got is pretty cool.



hair is fun to play with and express yourself with!

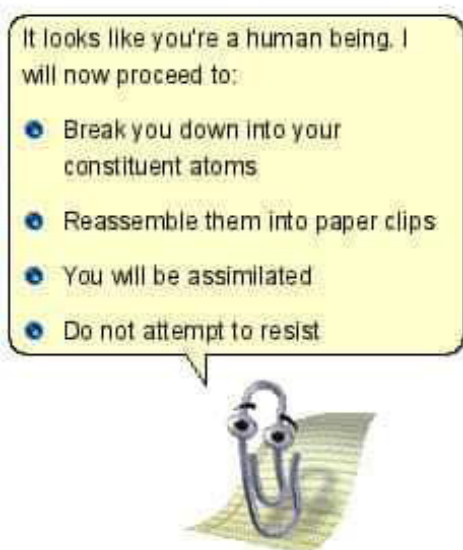


Knees because I have them



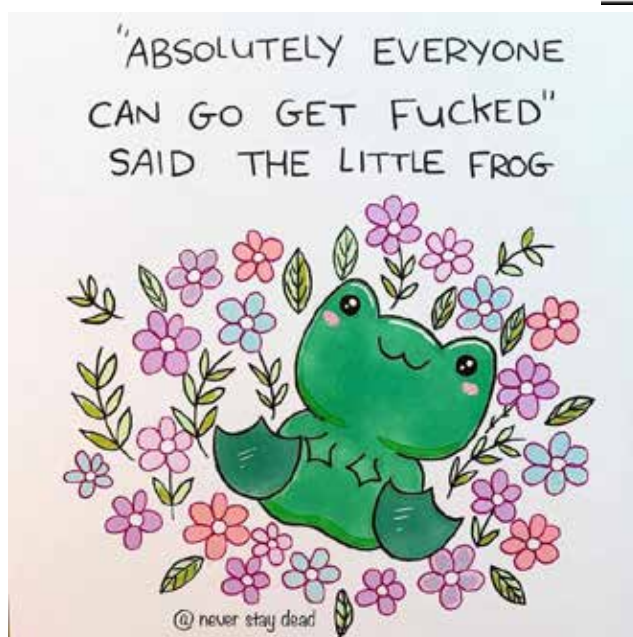
FILLER MEMES

look man no content times are still tough



DUCK GAME

look at the duck





CARLETON STUDENT ENGINEERING SOCIETY



APRIL

2021

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

HECK



CARLETON STUDENT ENGINEERING SOCIETY

3390 MACKENZIE BUILDING



WHAT IS CSES?

THE CARLETON STUDENT ENGINEERING SOCIETY HAS BEEN SERVING THE STUDENTS OF CARLETON ENGINEERING FOR MORE THAN 35 YEARS.

ITS GOAL IS TO PROVIDE ITS MEMBERS WITH ACADEMIC, PROFESSIONAL, AND SOCIAL RESOURCES TO HELP THEM MAKE THE MOST OF THEIR FOUR (OR MORE) YEARS AT CARLETON. IF YOU'RE AN UNDERGRADUATE STUDENT ENROLLED IN A STREAM OF ENGINEERING, YOU'RE A MEMBER OF CSES.



President
Logan McFadden

Hey all, thank you all for being so helpful and sticking with us through this *unprecedented* year. Congratulations to next years team and I look forward to seeing what you can accomplish. There isn't a whole lot left to do this year, we have continuously been working on academic advocacy issues and will continue to do so until the end of our term. Good luck with exams and for the rest of your school year. Cheers and stay frosty.



Finance Director
Dency Amalraj

Hey C-Eng! Thanks for a great term of money, money and money. I've learned a lot from this position and loved to help people learn about finances, especially in an online year! I wish you all the best in the future and I'm excited to see what the new team brings to the table!

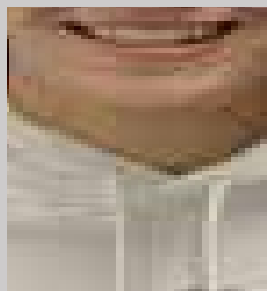
That's all folks! Money mans out!

"Congratulations, sir! You have just given me my one-millionth dollar!" - Mr. Krabs \$\$\$



VP External
Megan Suchon

Howdy C-Eng, Meg here to tell you Mott's Fruitsations Gummies are the best, likewise thanks for an amazing term! I was an honor to serve as your VPX on this executive council and I wish you all the best moving forward with exams!



VP Social
Davis Moore

At last C-Eng, we have made it to the final month. Thank you to everyone who came out to all of the events that the social portfolio hosted this year. Despite everything being so different my directors and I wanted to make sure we delivered the events you know and love. I want to thank all my lovely directors for doing such an amazing job this year, your creativity and abilities to adapt were unmatched. I hope you all have a healthy and positive exam season. I will see you all in the fall as your VPX! Love you all, Social out.



VP Services
Kristen Johnson

Hey there C-Eng! Just a reminder that our online store will be closing APRIL 14, so get your orders in before then! We have c-eng face masks, 3300 block discord patches, c-eng nalgens and engineering scarves up for sale. All these items can be purchased @ shopaccentlogos.com/collections. I want to thank you guys for an amazing term, I had a great time being your VP Services! I wish you the best of luck with your exams and with the rest of your degree! <3



VP Academic
Macie Orrell

Hey C-Eng, thank you all for the absolutely incredible term. It has been an honour and privilege to be your VPA this year and get to know all of you. I am super grateful to have had this opportunity.

Catch you on the flippity flip!



Hello C-Eng! It is the last month! I want to thank all of you for all the support you have shown me during my time as VP Publications. Thanks for making my time in office as enjoyable as possible! I hope that all of you have a wonderful time with all of your exams!

VP Publications
Andy Curtis

DON'T BE A STRANGER! ANYONE INVOLVED IN CSES WOULD BE HAPPY TO TALK TO YOU ABOUT ANYTHING FROM DIRECTORSHIPS AND EVENT PLANNING TO VOLUNTEERING AT LEO'S LOUNGE, OR JUST SHOWING UP TO EVENTS. IT ALL PLAYS AN IMPORTANT ROLE IN MAKING ENGINEERING YOUR FAMILY AWAY FROM HOME. REMEMBER... EVERYTHING COUNTS FOR FLIGHTSUIT STAMPS.

DISTRACTIONS

my landlord is coming to visit tomorrow

aprilscoopes

Written By: Daniel Haycocks-Tulli

Aries

Froggy :)



Taurus

THIS IS THE MONTH YOU LEARN WHAT TOO MUCH KETTLEMANS GLIZZY DOES TO A MF.

Gemini

YOU MAY HAVE SHOWN YOUR PROFESSORS THE POWER OF STREET KNOWLEDGE ON YOUR EXAMS BUT NOW ITS TIME FOR CLOWNCORE TO SHOW THE TRANSFORMATIVE POWER OF ROUGH JAZZ THIS MONTH: [HTTPS://WWW.YOUTUBE.COM/WATCH?V=KDA0mW-9jRs](https://www.youtube.com/watch?v=kDA0mW-9jRs)

Cancer

THIS IS THE MONTH THAT GOD ANSWERS ALL YOUR PRAYERS WITH: "DAMN THAT'S CRAZY GL THO".

Leo

ON A SCALE OF 1 TO 10 THE PHYSICAL, PSYCHOLOGICAL AND SPIRITUAL PAIN YOU WILL EXPERIENCE THIS MONTH IS AN 11, HERE IS WHAT THAT SOUNDS LIKE: [HTTPS://DRIVE.GOOGLE.COM/FILE/D/12KY-FUMPQ1PT289HOT2FJIBABXR5UNWCD/VIEW](https://drive.google.com/file/d/12ky-fUmpq1Pt289hot2FjibABXR5uNwcD/view)

Virgo

YOU MAY HAVE BEEN LEFT ON READ BY GOD THIS MONTH BUT FOR JUST THIS ONCE, POPEYES HAS FINALLY GOTTEN YOUR ABSOLUTELY BONKERS ORDERS COMPLETELY CORRECT, IN SPITE OF ORDERING THE CRUNCHIEST MOST CONVOLVED ORDER POSSIBLE (NO PICKLES PLEASE :)) THEY ACTUALLY GOT IT RIGHT AGAINST ALL ODDS.

Libra

THIS FATEFUL MONTH YOU DRAW A PICTURE OF A RAT ON YOUR ASSIGNMENT INSTEAD OF DOING IT BECAUSE THAT'S JUST WHERE YOU ARE THIS MONTH. THE TA MAY NOT HAVE GIVEN YOU BONUS MARKS FOR IT BUT ITS BETTER THAN ANY ASSIGNMENT YOU COULD HAVE EVER HANDED IN.

Scorpio

THE FUN FROG FACT OF THE DAY THAT RESONATES WITH YOU THE MOST IS THE ONE THAT SAYS "FUN FROG FACT: I CAN'T TAKE IT ANYMORE"

Sagittarius

YOU MAY HAVE FORGOTTEN HOW TO LIVE THIS MONTH BUT NO MATTER WHAT YOU FORGET, DON'T FORGET TO FILE YOUR TAXES (IF YOU PARTAKE IN THAT BY ANY CHANCE). YOU CAN BE FORGIVEN FOR A LOT AS A PERSON BUT I DON'T THINK THE CRA IS CAPABLE OF FORGIVENESS.

Capricorn

THE AVERAGE HUMAN BEING MAY CONSISTENTLY DISAPPOINT YOU AND LET YOU DOWN BUT NO MATTER WHAT THE IRON TIMES NEVER HAS ESPECIALLY WHEN IT COMES TO THE MEMES SECTION AND THIS MONTH ITS HECKIN JUICY AND IT IS A GENTLE BUT THREATENING REMINDER THAT THE IRON TIMES HAS DONE MORE FOR YOU THAN ANY POLITICIAN EVER HAS OR COULD.

Aquarius

I LITERALLY HAVE NOT CHECKED MY MAIL IN LIKE A MONTH LMAO

Pisces

THIS IS THE MONTH YOU ACTUALLY GIVE INTO YOUR FRIEND'S REQUESTS AND FINALLY WATCH ALL OF JOJO'S BIZARRE ADVENTURE SO THAT YOU GAMERS CAN SHITPOST ABOUT PART 6 WHEN IT EVENTUALLY IS RELEASED, IT MAY BE ABSOLUTELY NON-SENSIBLE AND MAKE PERFECT SENSE BUT IT HITS FAR MORE CORRECTLY THAN ANY EXAM YOU COULD EVER WRITE.

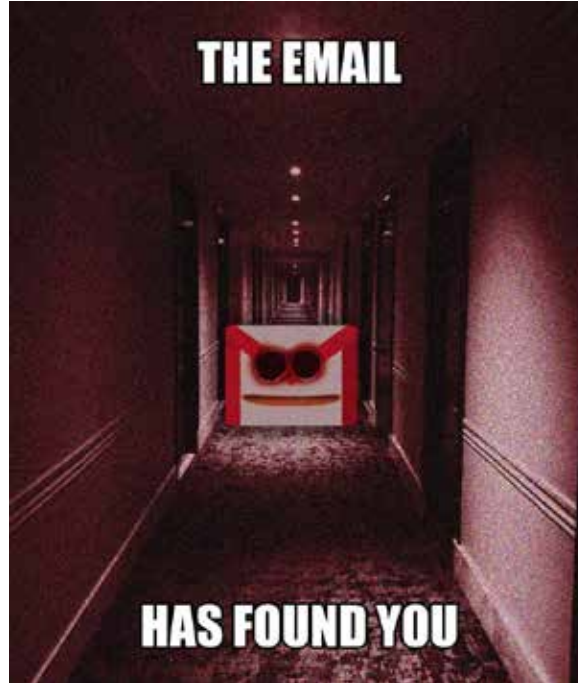
DISTRACTIONS

shoutout to aaron, buster, daniel, caroline, julianna, and others who help my find memes

Florida Man Flies Learjet With Excavator Like a Toy Plane

This excavator operator took the aircraft for one last ride while probably doing plane noises.

By Derya Ozdemir
December 25, 2020

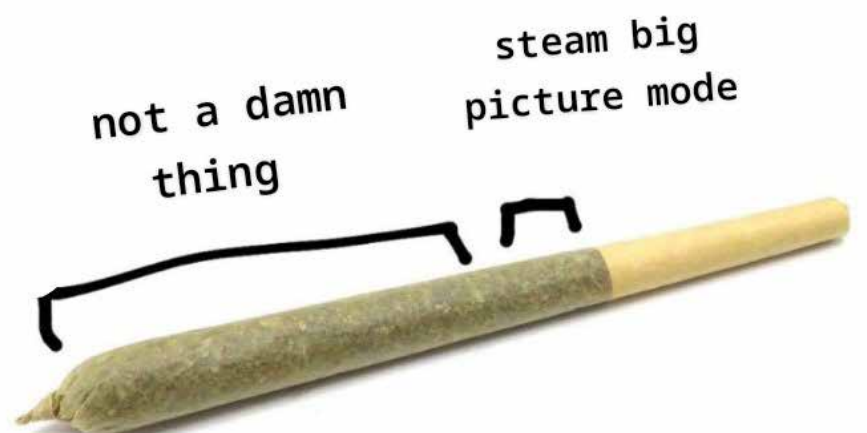


rthis

↳ mrspider [Follow](#)



if shes youre girl whys she filling me with milk and smacking me against the wall to hear the wet thud



LAST CALL

iron KINGS

THE IRON MAN

Owen Short

- AERO C II -



Hailing from:

Georgetown, ON

What is your favourite pandemic pastime?

looking at the ceiling

What is the most trivial thing about which you have a strong opinion?

yea

What is the biggest mistake you've made that actually turned out alright?

going to carleton university

What is your deepest darkest secret?

i sometimes listen to the wiggles as a treat

What historical figure do you wish you could meet? Why?

the goober who first planted seeds in the ground so I could tell them to stop

Write a Haiku about yourself

it is 3 a m

i am still playing league, fuck

why must i exist

C-Eng Involvement:

Engfrosh Spirit, Iron Times Editor-In-Chief, Leos Design Manager, Musical Cast, Musical Writing, Engfrosh Sponsorship, Gong Show writer, OEC Debate Director, probably more.



USES for the CHARLATAN

>papercut

THE IRON MAN

Andy "Suit Up" Curtis

- AERO C V -



Hailing from:

Buckhorn, Ontario

What is your favourite pandemic pastime?

Stardew Valley

What is the most trivial thing about which you have a strong opinion?

Matching Socks are the way to go

What is the biggest mistake you've made that actually turned out alright?

Taking Elec 2

What historical figure do you wish you could meet? Why?

Alexander Hamilton, to see what he was actually like.

What is your deepest darkest secret?

My hair, if you know, you know

Write a Haiku about yourself.

I do write Poems

But not very well at all

My brain is too smol

C-Eng Involvement:

EngFrosh Director 2020-2021

Vp Publications 2020-2021

C-Eng Musical 2017-2021

>rat bedding

>ad hominem

>none

Editor-in-Chief

Owen Short

VP Publications

Andy Curtis

Special Thanks To:

All the people who submit articles and C-Eng Speaks to the Iron Times!

- Footnotes -

Issue Made Possible By:

1 black mold

2 seth asking for rent

3 red wine

4 max letting me sleep in his bed cause mold



AAAAAAGHUGHGUGHGUAHGH

-Daniel Haycocks-Tulli upon starting the economics exam, 2021