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GameSpot: One of the great things about Batman: Arkham Asylum is that the mechanics associated with Batman felt true to his character and everything felt like it was placed in the context of that universe. With that in mind, what are you doing to expand Batman's repertoire of moves and abilities in Arkham City and how difficult is it to keep those in line with the Batman character? Sefton Hill: The range of moves and abilities that we developed for Batman in the first game were designed to meet the threats and obstacles that gamers would find within Arkham Asylum. We wanted to reinforce the feeling of genuinely being the Dark Knight and then come up with a series of challenges, which best tested these abilities. Taking the game onto the Gotham streets has given us the opportunity to significantly increase Batman's repertoire. Our primary goal is to deliver the "Batman