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A beautiful role-playing game with bland game play, characters, and tasks. It's the Hufflepuff of the Potter world.Send in the dementors. This game deserves to spend time in Azkaban.Harry Potter: Hogwarts Mystery is a free-to-play role-playing game. If you are expecting an action-packed, dueling with wizards, learning new potions, and exploring Hogwarts experience...you are in for a disappointment.Four years ago, The Boy Who Lived was Born. Harry Potter and his pals will not make an appearance. This is a new story surrounding the events of those early days. Your brother searched for the fabled Cursed Vaults, and their treasure, during his time at Hogwarts. He wasn't there long. Hogwarts expelled your brother and he ran away. You haven't seen him since.Some students and professors eye you with suspicion. Will you choose to break the rules and follow in the footsteps of your brother or fall into line? How you interact with the people you meet has consequences.Welcome to HogwartsThe game begins with a hunt for school supplies in Diagon Alley. You don't have free reign and you won't find much to do. Even choosing a wand is a boring process. You do make your first friend, Rowen.Every other sentence points out how the two of you are odd and strange. You both complain about not having friends. Conversation with Rowan does have its perks. You receive attributes in courage, empathy, and knowledge. The responses you choose can strengthen your bond with Rowan so she can join you on further adventures and give you points. Some conversation options are unavailable if you don't have enough points in a skill (like knowledge). Still, these are not likable characters.Your first enemy doesn't get much better, taunting and teasing you with threats that sound closer to those of a Kindergarten. Even with the almost interesting Cursed Vaults backstory, it's hard to care about any of these characters. Once you head to Hogwarts, talk begins about the sorting hat. In a shocking move, this game doesn't include a quiz to sort you into the appropriate house. No, you choose the house you want and that's the house you get.Things almost pick up as you discuss your classes with Rowen. Potions, charms, flying on a broom – when do you get started? Too bad your first class isn't any more interesting than any other part of the game. Again, more random tapping on highlighted objects accompanied by bland conversational text.You might need to study a book, so you click three times until the meter fills, and you can move onto the next highlighted object. Throw in one trivia question based on the class (and general Harry Pottery knowledge) and, no matter how good it looks, it's still drudgery. When you complete actions, you gain more points toward specific attributes. Complete classes, answer the question from the class right to receive rewards in the form of energy, coins, or gems. Complete the class and move to the next thing on the agenda. Tasks can take short periods of time up to a half a day to complete. It's almost as infuriating as the paywall that appears fifteen minutes into the game.Respect the rules of magicYour actions have consequences. Your triumphs will earn you points while rule-breaking loses you house points. At the end of the year, the house with the most points get the House Cup, like in the books. But unlike the books, the pace is agonizing. After the tutorial, you will run out of energy. You cannot do anything else in the game without energy or enough gems to gain energy. Each of your actions, such as attending a class to learn how to take care of your broom, need a set amount of stars to finish. You gain these stars by completing actions using your energy. Your energy meter only holds so much. It's impossible to complete the actions before time runs out. When time runs out, and it will, you have to repeat the mindless tapping, and hope you have enough energy this time to finish the task and advance the story. Otherwise, it's back to square one.The customization options of clothing and hair, pets, makeup, and the rest of a wizard's ensemble is the high point of the game. It's too bad the game lacks free custom options. The dollar amount on the rest of the lot is too high compared to the rate at which you receive coins and gems.Moving from one place to another is infuriating. Is it necessary to click from one doorway to another doorway? At least the secret attributes and energy points sometimes hidden in a scene are nice. So, too, are the moving portraits and plates of armor. This game does provide the feel of Harry Potter and it looks good. It doesn't have the detailed characters and immersive world you want in a role-playing game.Where can you run this program?Harry Potter: Hogwarts Mystery is available on Android and iOS (requires iOS 10.0 or later).Is there a better alternative?Fans won't find a shortage of Harry Potter-esque games. Lego Harry Potter is a premium pick but follows the story of the real Harry Potter in yellow brick style. With 100 character unlocks and the typical Lego humor, it's lighthearted, humorous, and fun in a way Hogwarts Mystery can't match.Fantastic Beasts: Cases is a more serious title but does have the feel of Hogwarts Mystery. Use your wizarding skills to seek out hidden picture objects and solve magical creature crimes. The graphics are great but it does rely on energy so you won't get to play at your leisure. It's a move that might be too close to Hogwarts Mystery mechanics.It's a thin story paired with repetitive actions and constant paywalls. Every minute of almost active and interesting game play is thwarted swallowed by hours of inactivity.Should you download it?No, Harry Potter: Hogwarts Mystery is not the wizarding role-playing game of your dreams. With boring gameplay, repeating tasks, and zero in the character development department, this is one game you should avoid. Keep up with the latest daily buzz with the BuzzFeed Daily newsletter! Sign up to the BuzzFeed Quizzes Newsletter! Binge on the latest quizzes delivered right to your inbox with the Quizzes newsletter! I plunk a recently purchased CD into my computer's CD tray. After I rip the songs into MP3 files, I put the CD in the closet, where it will likely spend the rest of its days.Sometime last year I realized that I was buying CDs mostly so that I could rip them into MP3s to play on my computer and my iPod. I connect my laptop or iPod to my stereo at home; I listen to MP3s in the office. I even use an FM transmitter attached to my iPod to broadcast the tracks through my car stereo.With the explosion of digital music download stores like iTunes Music Store and MSN Music, I wondered: Have CDs become useless intermediaries between me and my music? I decided to try a completely digital life to see if I missed the shiny plastic discs.Digital Download SitesThere's no shortage of places to buy digital music these days: It seems like a new one sprouts up everyday. Even Wal-Mart–a bastion of shopping–has joined the digital download fray. I tried out the top names to see if they could meet my needs.iTunes Music Store: Apple's digital music store provided the mold for the recent entries into the market. iTunes Music Store looks great and is a snap to use. Recent updates have added videos and community features like iMix, a way to publish your favorite playlists. Read more about iTunes Music Store in PC Magazine's review.MSN Music: Microsoft was a late entry into the digital music game, launching its site in the fall of 2004. From the start, the Redmond giant fixed its gaze on Apple. MSN Music is the only site to compete with iTunes Music Store's number of tracks: both have about a million available. MSN Music does have more jazz and classical music than iTunes Music Store, but in other areas it falls short – especially when it comes to creating a fun vibe like Apple has. You can find more details in PC Magazine's review of MSN Music.Real Music Store: Real offers a good alternative to the big guys. It has a clean interface that's easy to browse. It even shows you an entire artist's discography, even if you can't buy the album through the service. Its greatest advantage comes in sound quality – with tracks ripped at 192 kbps AAC format, its songs sound much better than Apple's or Microsoft's. Read PC Magazine's take on Real Music Store.Napster: Napster takes a different approach to digital music: You pay a monthly fee for unlimited streams and downloads that you can play as long as you keep your \$9.99 subscription paid. In the past you could only play those tracks on your PC, or pay 99 cents to buy them and you could burn them to CD. With its latest upgrade, you can transfer songs to a compatible portable player – meaning you could instantly build up a thousand song catalog (or more – why stop there?) for a \$14.95 monthly subscription. The possibilities are enticing. Read more about Napster in PC Magazine's review.Fight for Your RightsWith all those stores I had little problem finding the music I wanted to buy. But what I could do with the files I bought was much more limited. When you own a CD, you can make copies of it for your own use; rip it to digital format at any sound quality and burn it to a CD-R as many times as you want. With digital files, digital rights added to the file by the copyright owner determine what you can do with it.For example, with a track purchase from iTunes Music Store, you can play the file on five computers at the same time and burn a single playlist seven times. While I've yet to run into the burn limit, just knowing that I can't make as many copies as I want is annoying. And you can only listen to the files on Apple's iPod line of portable players. Most digital rights work in similar ways – restricting what portable you can download a file to, how many times you can burn a track and how many computers you can share it with.Microsoft recently released its Janus digital rights technology, which gives copyright holders some additional options to offer you. Among other things, the technology allows you to transfer songs to a portable player from subscription services like Napster even though you're only “renting” the rights to the tracks. Of course, you need a compatible portable player.The Ears Have ItIf you don't have a problem with digital rights, you have only one more hurdle to clear to leading a CD-free lifestyle: sound quality. The digital files offered by the big download stores, including AAC from Apple and WMA from MSN Music, use lossy compression.An uncompressed song from a CD would require about 10 MB of space per minute, making files unwieldy to download over the Internet. By using lossy compression, the files are shrunk to more manageable sizes by tossing out frequencies that most people have a harder time hearing. Learn more about lossy compression in ExtremeTech's Digital Audio Primer:Because the files you buy use lossy compression, they will never sound as good to discerning ears as the source CD does. But you might not care. And some stores like Real Music Store are offering higher bit-rate tracks to make it easier to eschew CDs.Smaller sites like DiscLogic now offer tracks encoded in lossless compression schemes like Free Lossless Audio Codec (FLAC). Formats like FLAC sound very close to the original CD – but the files sizes are large. And you won't yet find tracks find major-label artists in lossless formats. That's the tradeoff.Not Ready YetWhile I enjoy the portability and flexibility of digital music files, I'm not ready to swear off CDs yet. I miss the high fidelity of CD audio, especially when listening to jazz and classical through a top-notch stereo. Of the current contenders, iTunes Music Store has the edge because of selection and its compatibility with iPod portable players. But Real Music Store is worth a look – especially because of the better sound quality it offers. Until Apple offers all tracks on iTunes Music Store in a lossless format and releases a 100 GB iPod for me to store them on, I'll still have CDs collecting dust — except for when I need to remind myself how good they sound.Michael Gowan writes for various publications about music and technology, and often about both at the same time. Just when you thought J.K. Rowling's ubiquitous boy wizard couldn't conquer new territory, Harry Potter is making his official Broadway debut this weekend with the opening of Harry Potter and the Cursed Child. The show was a huge hit on London's West End, and it's already crashing ceilings in New York: In previews, it just set a weekly box-office record for a nonmusical.Personally, I'm not a fan of the franchise, which is to say, I don't really know what a Muggle is and have never bothered to Google it. But given that the Potterverse has endured for more than two decades–and has a dedicated fan base that now spans generations–I was still curious about its capacity as a money-generating enterprise. How much is it actually worth? The most recent estimates seem to have been calculated last year, which marked the 20th anniversary of the first Harry Potter book. The Financial Times reported that Potter Inc. was a \$25 billion business.That's a broad estimate, though. What's really interesting about the Potter franchise is how it's managed to dominate every possible medium–from books, movies, and live events, to the more recent stage show–and fans can be very particular about which they most prefer.So maybe the better question is: How much is Harry Potter worth to you? That's a question I can't answer, but for fun, I've rounded up a few stats below to help you think about it: One day into the release of Harry Potter: Wizards Unite and the mobile game has proved to be popular among fans. It's already off to a meteoric start, accounting for more than 400,000 downloads in the first 24 hours and over \$300,000 in revenue across iOS and Android platforms. The estimates come from Sensor Tower, which is keeping tabs on the new game. Harry Potter: Wizards Unite surprised us all by arriving one day ahead of schedule on June 20 and has quickly become the most popular mobile game. Plus, keep in mind, Harry Potter: Wizards Unite just launched in new countries as of today, and with more player playing the game, the numbers are sure to go up. Though the new numbers look amazing, it still trails Pokémon GO in many areas. That being said, for as popular as Harry Potter is, it cannot be overstated how much of a phenomenon Pokémon GO was in the summer of 2016 leading towards record-breaking numbers. One such number is reaching the \$100 million expenditure mark. Wizards Unite is on pace to reach it in about 30 days while Pokémon GO blazed beyond the mark in just two weeks. Regardless, Sensor Tower estimates Harry Potter: Wizards Unite will continue its impressive run through the end of year, reaching anywhere from \$400 million to \$500 million in revenue.

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