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According to critics and players alike, these seven games fail to deliver despite their potential. Here's why they fall short, and what we can learn from their mistakes.

1. E.T. the Extra-Terrestrial (Atari 2600, 1982)

One of the most notorious video game disasters of all time, E.T. the Extra-Terrestrial was supposed to be a groundbreaking title that would revolutionize gaming. However, it was released in an unfinished and nearly unplayable state, leading to its infamous reputation.

2. Superman 64 (Nintendo 64, 1999)

Another infamous entry in the world of video games, Superman 64 was plagued by poor controls, bland level design, and a lack of any real substance. Despite being based on one of the most iconic superheroes of all time, the game was a critical and commercial failure.