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3. Favourite game and why

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3. My favourite game is Star Wars: Knights of the Old Republic 2 (KOTOR2). Being a huge fan of RPG style games, this one really personified what makes an RPG great. A great story is always what draws me into a game, but KOTOR2 takes this a step further by giving players the choice to guide the story however they see fit. During the time this game was released, branching paths were still a fairly new concept. Even so, KOTOR2 still to this day holds a place as one of the best examples of how to properly execute diverging paths in a story. Choices the player makes effect not only the direction of the story, but the affections and actions of your followers, which will then in turn effect the story further. Aside from blatant directional choices in story, the direction is also affected by a karma system known as “force alignment.” Performing evil or good choices will sway your alignment, which positively or negatively effects the alignment of your followers, leading to interesting story outcomes. What makes KOTOR2 unique is the option to remain “grey,” essentially balancing your choices between light and dark resulting in even more outcomes in story. While the rest of the game may simply be a good RPG, doing nothing really special with the combat and having only a slightly above average character growth system, the amount of choices keeps me playing and finding new things with each unique play through.