**6 criteria for a video game**

**Is it enjoyable?**

Able to replay it, wouldn’t want to play a game that doesn’t appeal to anyone.

**Does it have a lot of content?**

Able to replay it, want people to spend more time on the game.

**Is it difficult?**

Is there a difficulty slider, many people might be turned away from a difficult/easy game.

**Does it have in game purchases?**

Harms the experience for people who are not willing to spend money, can create a disadvantage to free to play people.

**Is it expensive?**

People might not buy it depending on its price.

**Is it seamless?**

Does everything mesh well together, does everything load fine, does the games textures and other features work well together.

Opening

* State the game.
* State its genre.
* State what it is about.

Paragraph 2-7 (for each criteria.)

* Overview
* Positives x3 minimum
* Negatives x3 minimum
* Evaluation overall (give a rating out of 10 for each criterion)

Paragraph 8

* State a brief overview of all previous criteria.
* State your overall opinion and review of the game (potentially a rating out of 10) (average of the 6 scores)
* State if it is worth purchasing.

**Overview of a game**

Elden Ring, a popular entry in the “soulsborne” genre hailing from the esteemed video game publishing company “FromSoftware,” stands as an exemplar of the role-playing game (RPG) genre, boasting an expansive open-world environment. The narrative unfolds with the protagonist, known as the “tarnished,” venturing into the captivating realm of “The Lands Between,” engaging in relentless encounters to reach the Erdtree and ascend to the status of Elden Lord. Facilitating the journey is the ethereal companion, Torrent, a spectral steed serving as a means of traversing the vast and intricately crafted landscape.

Priced at a considerable £60, Elden Ring’s cost may convey a sense of premium quality, potentially incentivizing consumers to perceive it as a game of substantial quality. This valuation aligns with industry standards, yet the inherent steepness might dissuade certain demographics, either due to financial constraints or an ingrained threshold for what they think justifiable price. Consequently, while Elden Ring is undeniably an expensive game, its adherence to industry norms tempers the overall evaluation, warranting a commendable 7/10 rating.

Elden Ring’s acclaim for its extensive gameplay hours stems from the vastness of its open-world design, providing players with the opportunity for prolonged exploration and the unearthing of new features on a daily basis. The myriad items and playstyles offer diverse avenues for replayability, though certain weapons may inadvertently diminish the challenge, and progression past specific points can stop you from accessing certain content. Despite these caveats, the sheer volume of content, supplemented by an expansive narrative, culminates in an impressive 10/10 rating for content.

The game’s appeal is further bolstered by its immersive open world, punctuated by memorable boss encounters and enemies that enhance the overall enjoyment of battles. However, the compulsion to defeat specific bosses for progression and the presence of occasional bugs detract from the otherwise seamless immersion. Nonetheless, Elden Ring’s replayability and immersive qualities secure a commendable 9/10 in the enjoyment category.

Elden Ring’s reputation for its challenging gameplay, characteristic of the “Soulsborne” genre, aligns with the expectations of its dedicated player base, balancing difficulty with fairness and incorporating quality of life features like checkpoints. Despite occasional instances of perceived unfairness due to hitbox issues and the potential to discourage newcomers to the genre as a result of the challenge, the overall difficulty remains high but generally fair, warranting a solid 9/10 rating.

A notable advantage of Elden Ring lies in its absence of in-game purchases, assuring players that their financial commitment extends solely to the initial purchase. This decision aligns with the game’s ethos of maintaining a challenging experience devoid of shortcuts. However, the forthcoming introduction of downloadable content (DLC) introduces a potential caveat, as the additional cost and the prospect of locked content might deter some players, leaving this aspect with a balanced 7/10 rating.

The seamlessness of Elden Ring’s open-world design is a double-edged sword. While its non-linear narrative and optimization for lower-end devices contribute to a fluid gaming experience, the multiplayer component falls short, lacking openness and balance. The server-side challenges and unimpressive multiplayer aspects detract from the overall seamlessness, warranting a 7/10 rating in this category.

In conclusion, Elden Ring emerges as a multifaceted gaming experience, seamlessly blending a captivating narrative, challenging gameplay, and extensive content. While certain aspects, such as the multiplayer and the potential introduction of DLC, present challenges, the game’s overall positive attributes contribute to a commendable average and total score of 8.2/10.

Improvement (Made it much shorter and concise, from 1600 words to 565 as a lot of it was over explaining stuff)