

## Research – Bow Combat in Horizon: Zero Dawn

- Arrows fly straight (no drop) but accuracy depends on holding down a button for some time
- Particle trails follow arrows you shoot and arrows enemies shoot
- Two visual elements in the crosshair move towards the center resembling drawing the bow
- Visual elements move outwards on arrow release again
- Camera shakes on hit underline the impact
- Arrows are highly limited and have to be crafted
- Damage numbers appear close to point of impact
  - Icons attached to damage numbers show effectiveness of arrows
- Enemies have health bars attached
  - Turn visible once they receive damage for the first time
- “No ammo” text replaces crosshair
- Fights can be paused by opening the menu (menu is full screen)
- UI elements indicate position of off-screen enemies
  - Changes color and icon when enemies are about to attack
- Weak parts of enemies glow (with lens flares)
- Different arrows are selected using a weapon wheel
  - Rest of the game screen is blurred
  - Allows to instantly craft arrows of the type you want to select
  - Game goes into slow-motion mode while the wheel is on screen
- Special arrow types have their own version of a crosshair
- Icons above enemies indicate their alertness
  - Are replaced by a health bar when they enter combat mode and receive damage
- When throwing bombs, you can see the exact trajectory while aiming
- Can jump, roll-dodge, and slide-dodge during combat
- Able to jump onto enemies
- Important to analyze enemies’ weak spots and use corresponding weapons
  - Machines force you to use all the tools at your disposal
- Frequent weapon/arrow changes are required within a single fight