

Analysis of Mechanics

Šimon Olexa xolexas00

Title: *[Enter The Gungeon]*

Released: *[2016]*

Author: *[Studio: Dodge Roll, Publisher: Devolver Digital]*

Primary Genre: *[Roguelike]*

Secondary Genre: *[Bullet hell]*

Other Genres: *[Dungeon Crawler, Puzzle, Comedy]*

Style: *[Pixel art]*

Analysis

Main Genre

For the videogame Enter the Gungeon (ETG for short), it is very difficult to say, whether it's primary genre is Bullet hell, or Roguelike, as it is a combination of both genres and is heavily based around both of them however, some sources label similar games mainly as Roguelikes, thus i will do the same for ETG and say, that it's primary genre is Roguelike.

Synergy between genres

The gameplay is quite comparable to other games of the same genre, such as Binding of Isaac and Hades. In ETG the player begins at floor 1, explores the level until they find the boss room, where they have to beat the boss before being able to move to the next level. Every boss is unique and has their own set of bullet patterns and mechanics. As the player continues to progress through the run, he gets different weapons and items becoming more powerful. The run ends when the player's character dies, or reaches the end of the game, after which, the player is prompted to begin a new run from the very start, or returns to the lobby and starts the game from there.

This all is a combination of the genres Roguelike (gameplay loop), Bullet hell (combat style of the game) and Dungeon Crawler (level/floor design). These genres have a very obvious synergy between one another and form a highly replayable style of game, especially when considering the fact, that the drops that the player gets are nearly always random, making each run unique.

Other Genres

As is a trend in the roguelike genre, the game has several secret rooms, secret bosses, etc., which often need several criteria to be met, for example obtaining hidden keys, thus I am willing to say that one of it's other genres is puzzle. Inside the game are hundreds of unlockable items and weapons, each having a different name and description.

Many of these items are meant to be humorous, and the game also has some dialogue, with nearly all of it being jokes or puns. Therefore I am willing to say that another one of it's other genres Comedy.

Style

The game has opted for a Pixel art style, which along with the chosen color palettes support the gameplay. For example the bullets (both the player's and the enemy's) are very clearly visible at all times, which is highly important in the bullet hell genre.

The pixel art style is quite prominent in indie games, ETG being no exception. I believe pixel art was chosen because of how quickly it can be created while also having great quality. It also fits the lighthearted mood of the game very well.