

Analysis of Mechanics

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Title: Dark souls

Released: 2011

Author: Hidetaka Miyazaki, FromSoftware

Primary Genre: action RPG

Secondary Genre: challenging, exploration

Style: realistic, dark fantasy

Analysis

Core Gameplay

The core gameplay loop involves exploration, character progression, overcoming difficult enemies and bosses, collecting resources, and balancing risk and reward throughout the game.

Story

Player takes on the role of an Undead, tasked with ringing two Bells of Awakening in the mysterious land of Lordran. The story unfolds through environmental storytelling and minimal dialogue, revealing an intricate world with fading gods, ancient dragons, and a curse of undeath. The player's journey is filled with challenging encounters, memorable boss battles, and a quest to ultimately link the First Flame or choose to usher in a new Age of Dark. The game's narrative is dark and cryptic, requiring players to piece together the lore while navigating a perilous and interconnected world.

Progression

Progression revolves around leveling up your character, acquiring better gear, and defeating challenging bosses. Defeating bosses yields powerful souls that can be used to increase character stats, or purchasing equipment.

Primary Genre

Action RPG elements are evident in the game's combat system, which requires precise timing and strategy, as well as character progression through leveling up and upgrading equipment. Players can choose character classes and customize their stats, creating a unique role-playing experience.

Secondary Genre

Exploration in this game is reflected in an interconnected open world full of hidden secrets and shortcuts. The difficulty of Dark Souls is reflected in many different enemies and bosses, where each one has a unique move.