

Analysis of Mechanics

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Title: Cyberpunk 2077

Released: 10.12.2020

Author: CD Project Red

Primary Genre: RPG

Secondary Genre: open-world, first-person shooter

Style: realistic

Analysis

Primary genre

Cyberpunk 2077 is an action RPG with character development, story choices and dynamic combat mechanics at its core. The game builds on a strong narrative where the role of the protagonist V becomes a tool to explore moral dilemmas and complex relationships. The focus is on customising the game-play experience to the player's preferred style - from stealth infiltration and systems hacking to direct confrontation and destructive combat.

At the start of the game, the player chooses between three unique story backgrounds: the Corporate, Nomad and Street Kid. These choices not only affect the beginning of the story but also provide specific dialogue options and unlock a unique angle on the world of Night City. Character V evolves throughout the game through choices and the gradual unlocking of abilities and equipment, which remains entirely up to the player's choice.

Secondary genre

The game relies on several side genres, dominated by open-world elements, first-person shooter (FPS) and immersive simulation mechanics.

The open world allows players to explore the detailed environments of Night City, its neighbourhoods, and the surrounding wasteland. Side missions, NPC interactions, and hidden secrets offer considerable variety and support the core RPG aspects of the game.

FPS mechanics provide intense combat sequences where players can combine firearms, cybernetic implants or physical confrontations. Hacking is also an important part of the game, which is a crucial element of the cyberpunk aesthetic and allows for manipulation of the environment, enemies or systems. This approach not only expands the player's strategic options but also deepens the connection between the gameplay style and the thematic setting of the game.

Style

Cyberpunk 2077 is a visual and stylistic homage to the cyberpunk aesthetic, characterised by neon lighting, monumental architecture and the contrast between technological luxury and dystopian underworlds. Each area of Night City presents a unique mix of culture, design and atmosphere, giving players a sense of authentic engagement with a living world.

The soundtrack, which includes electronic music and a synth-heavy soundtrack, enhances the futuristic atmosphere and reflects the cultural diversity of the game world.