

Analysis of Mechanics

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Title: *[Path of Exile 2]*

Released: *[2024(2025)]*

Author: *[Grinding Gear Games]*

Primary Genre: *[Action Role-playing game]*

Secondary Genre: *[Hack-and-Slash, Souls-like, Rogue-like, MMO-RPG]*

Style: *[dark, gritty, high-fantasy aesthetic]*

Analysis

Introduction

Path of Exile 2 is newly-released successor of hard-core oriented Action-RPG from Grinding Gear games studio. This highly anticipated title just recently arrived into early access. It's planned release is set in 2025, speculated in Q3 or Q4.

Primary genre

Path of Exile 2 (PoE2) is primarily an Action Role-Playing Game (ARPG). The core game play revolves around fast paced combat, character customization through massive skill-tree and itemization. There is set to be 13 classes, each having 3 ascendancy specializations. Primary genre is most evident in game's heavy loot-driven progression and real-time combat execution.

Secondary genres

Hack and slash: The fast and visceral combat, focusing on overwhelming mobs of enemies, aligns perfectly with the hack-and-slash tradition.

Souls-like: Souls-like genre brought mechanic of rolls, which are now main combat iteration and complex boss patterns.

Rogue-like: Certain game-play features, such as hardcore permadeath modes and procedurally generated maps, introduce risk-reward systems typical of rogue-likes.

MMO-RPG: While not an MMO in the traditional sense, Path of Exile 2 shares elements like social hubs, party-based play, and global trading systems.

Visual style

Dark, gritty, high-fantasy aesthetic, heavily influenced by Gothic and Lovecraftian themes. Visuals are grounded and immersive, leveraging realistic textures and lighting effects to enhance the oppressive atmosphere.

Audio style

The soundtrack features ominous orchestral compositions and ambient sounds to heighten the tension. Combat sounds, such as weapon clashes and spell effects, are impactful and enhance player immersion.

Gameplay loop

Game's cycle revolves around seasonal wipes. It's main driving point is end-game, meaning campaign serves as an entry point for players, and is just the beginning. Each season provides new mechanics to enhance the experience. Players begin their progression getting to maximum level, afterwards their goal is optimizing their characters to perform as effectively as possible.