**FICHA DE REFERÊNCIA**

**Grupo:** Grupo 1 - GWC

**Versão:** 1.0

**Título: Batman Arkham Knight**

**Storyline:** Batman™: Arkham Knight brings the award-winning Arkham trilogy from Rocksteady Studios to its epic conclusion. Developed exclusively for New-Gen platforms, Batman: Arkham Knight introduces Rocksteady's uniquely designed version of the Batmobile.

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| Batman: Arkham Knight Gameplay (PC HD) [1080p60FPS] - YouTube | Batman: Arkham Knight screenshots - Image #18002 | New Game Network |
| Batman: Arkham Knight screenshots - Image #18000 | New Game Network | Screenshot of Batman: Arkham Knight (Windows, 2015) - MobyGames |
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**Ano:** 2015

**Género:** Action-Adventure

**Categoria:** Single-Player

**Plataforma:** PC/PS4/Xbox One

**Duração média:** 15-25 horas

**Público-alvo:** PEGI-18

**Key features:** Improved combat, Batmobile, Exploring the whole of Gotham City, Captivating Narrative, A lot of side content.

**Tipo de mecânica:** Third Person Camera, Fluid and Free Combat, Navigation and Exploration, Puzzles, Gadget Management

**Tecnologia:** Unreal Engine 3, Mocap, Imersive Audio, Advanced NPC AI

**Sinopse:** In the explosive finale of the Arkham series, Batman faces his greatest threat yet in the city he swore to protect. The Scarecrow returns with an impressive roster of villains, including Penguin, Two-Face, and Harley Quinn, who unite to destroy the Dark Knight once and for all.

**Elementos analisados:** As we look to Wolverine PS5 as the basis of our combat, look no further than the OG super-hero combat game to analyze and see where we can better ourselves and take from it. In the contrary to Wolverine PS5, the Arkham series has a less bloody and savage type of combat, as Batman carefully weaves through barrages of enemies, putting them down yet never delivering a finishing blow (killing). One thing that we see done here better than the “demo” we see of Wolverine PS5 (Horrible thing to say, the game was in development, it wasn’t supposed to be out and seen by everyone, yet I will evaluate it as a full-blown “demo”.) is the camera, we see a better use of angles and zoom ins and outs to immerse the player in this world. When Batman is moving around slowly, the camera zooms in on him, as we see him “swag” around Gotham City, but as soon as we enter combat, the Batmobile or even gliding, the camera zooms out, giving us a broader view of the city, where we want to go, or who we want to hit. Another thing it does is change its focus from Batman to wherever we need to go, or whatever we need to get, changing its Camera Focus from Batman to the in-game focus.