**FICHA DE REFERÊNCIA**

**Grupo:** Grupo 1 - GWC

**Versão:** 1.0

**Título: Dark Souls 2**

**Storyline:** Developed by FROM SOFTWARE, DARK SOULS™ II is the highly anticipated sequel to the grueling 2011 breakout hit Dark Souls. The unique old-school action RPG experience captivated the imaginations of gamers worldwide with incredible challenge and intense emotional reward.

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| Dark Souls 2 PC Screenshots - Image #14763 | New Game Network | Steam Community :: Screenshot :: So Dark Souls II is a beautiful game! |
| PS3, Xbox 360 Dark Souls 2 patch fixes bugs and calibrates gameplay -  GameSpot | Fire Keeper | Dark Souls 3 Wiki |
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**Ano:** 2014

**Género:** RPG

**Categoria:** Single-Player/ Multiplayer

**Plataforma:** PC/PS3/Xbox 360

**Duração média:** 30-50 Hours

**Público-alvo:** PEGI-16

**Key features:** Interconnected World; Grueling Atmosphere; Character Customization; Tactical, Challenging and Expansive Combat

**Tipo de mecânica:** Third Person Camera, Combat, Character Customization, Exploration, Maiden

**Tecnologia:** Propieritary FromSoftware Engine; 3D Modeling Software; Animation Software; Audio Editing Software

**Elementos analisados:** Looking upon Dark Souls 2 specifically instead of 3, that is the most popular one and was registered alongside it on the references, is because the main mechanic we’re taking off these games was first introduced in Dark Souls 2. The level up feature in Dark Souls 1 was available each time we went to a bonfire, the place where we healed our hp in trade of respawning defeated enemies, however in Dark Souls 2 and so on, that feature was changed from directly on the bonfire to having to talk to a Fire Keeper to do so. This Fire Keeper was a sort of companion and a guide to the world, someone that you knew was there when you needed, figuratively and mechanically as she was always available to level up. Looking upon this feature that’s I properly dubbed “Maiden” (as in Elden Ring these companions are called that and Elden Ring put Souls Games in a mainstream context beyond the game is hard meme), we decided to implement it and look upon these references to further enhance our game.