Analysis of Mechanics

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Title: Elden ring

Released: 2023

Author: FromSoftware

Primary Genre: action, RPG, soulslike

Secondary Genre: metroidvania

Style: realistic

Analysis

Creation

Elden Ring is another soulslike game by FromSoftware studio. It was developed starting in 2017 under the direction of Hidetako Miyazaki. An interesting fact is that the famous writer George Martin, took part in the creation of the concept of the world and the plot of the game.

Soulslike

First of all, Elden Ring is a soulslike game that meets most of the criteria of this action/RPG subgenre. Elden Ring has high difficulty, Flask is used for healing, which has a small number of charges at the beginning of the game, which can be increased by collecting certain items, a bonfire (which in Elden Ring is called site of grace) acts as a checkpoint, where you revive after death, you can upgrate your character, move to other checkpoints, unclear, not directly presented plot, initial classes that include a half-naked barbarian with a club and so on. There's also a safe (relatively) hub location with NPC characters where you can upgrade weapons, buy items, advance a bit in the story, etc.

Open world

However, the main innovation of Elden Ring was the open world, which made the game really huge in terms of content, and making the game often look like Skyrim or another open-world RPG.

The world of the game is huge, a player opens it gradually, as in the beginning all locations are inaccessible. Speaking of exploring the world at some points game reveals itself as Metroidvania: there are places in the game where you can't get to without picking up an item, without completing a quest, the game has shortcuts, secret passages, secret places, huge locations that the player can miss if he is not attentive enough, etc. The world is filled with interesting places, dungeons, you can meet traders or NPCs who will give you a quest. There is a map for navigation, which can be opened gradually finding in the open world fragments of the map. However, the interface of the game does not give obvious hints, the game does not have a log of active quests, marks on the map. Often the player can easily lose his way, not realizing where he needs to go, forget about the quest and so on. Locations often have several levels, such as the top of the mountain, the foot of the forest, the pit and so on. This game design publisher constantly reveals the exploratory instinct of man, giving feelings of discoverer. There are also castles in the game. In such locations, the game becomes much more similar to Dark Souls. Castles are elaborate locations with lots of enemies, sites of grace, bosses, shortcuts, secret passageways, interlacing between rooms, etc.

The developers have done a good job of keeping the game interesting. The high difficulty makes every fight interesting and every victory meaningful. Meanwhile, while exploring the world you constantly run into new troubles, because the desire to be a pioneer plays in you, as well as the desire to find new items, raise the level to make future fights not so hard.

Action/RPG

In general, Elden Ring, as well as any soulslike from FromSoftware studio, reveals Action/RPG genre. First of all, there is a lot of action in the game. Even at the very beginning the player immediately meets a boss, which is almost impossible to kill at the very beginning if the player is a beginner. The player moves around the world and fights with mobs, elites and bosses, collects items, consumables, opens new locations, buys items from merchants, upgrade the character. Also a distinctive innovation of Elden Ring is the possibility of crafting, recipes for which are also hidden in the world. The player has three scales: health, stamina and mana. The combat of the game is tied to the correct selection of timings for battle with opponents, you need to dodge in time, pick up the time to attack, jump (by the way, jumping also became a novelty Elden Ring), competently use consumables, correctly select the type of damage and defense, and so on. In the game there are different types of damage (physical, holy, fire, etc.) and corresponding types of defense. The game has a high complexity, and often the player needs to die more than once at a difficult moment to sharpen reaction, memorize moveset of enemies, choose the right tactics. Often the player can also die from traps, falls, the player sometimes has to perform complex jumps, dodging traps and ambushes, etc. It became possible to move around on horseback in the game.

There is an RPG component in the game. At the beginning you can choose a class, each class has its own set of starting items and characteristics. However, during the game you can improve your character regardless of your starting class. The character is upgraded for runes, which are given for killing enemies, selling items and for using special runes that are hidden around the world. From the characteristics depends on what weapons can be used, what damage it will do. For example, heavy clubs, large swords depend on strength, katanas and knives depend on dexterity, and so on. The player can pump all the characteristics, but a much more advantageous strategy is to prioritize the necessary skills needed to develop within one or two classes.

Style

The game is made in a realistic style. The world of the game is a fantasy Middle Ages, with fantastic creatures, huge castles, dragons, magic and more. The game is very beautiful, the world designers really did a great job to make the world mesmerizing and impressive. This style is great for this game, it keeps the atmosphere going and blends well with the harsh world. The grim and violent world of the game would hardly blend well with other styles.

Summary

Elden Ring has become multiple times the game of the year. The game intelligently blended challenging, dynamic gameplay, character development, and a huge, rich and interesting open world. The game wants to explore, discovering new areas on the map does not bore you, because the adventures themselves find you.