

# Analysis of Mechanics

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**Title:** *[Bloodborne]*

**Released:** *[2015]*

**Author:** *[Hidetaka Miyazaki, FromSoftware / Sony Computer Entertainment]*

**Primary Genre:** *[Action/RPG]*

**Secondary Genre:** *[Soulslike]*

**Style:** *[Gothic style]*

## Analysis

Bloodborne is definitely one of the best games of the action rpg genre, as many games simply allow you to feel in the place of a hero who knows and can do everything, everyone loves and appreciates him, But in games with the Soulslike subgenre, the opposite is true. Fixed difficulty where everything depends only on your skills because absolutely any enemy can kill you if you lose your vigilance. The combination of Style and genre make it plausible because you believe in the danger of everything that surrounds you, and the oppressive atmosphere only strengthens everything, because they throw you into the thick of things making you a hunter and saying hunt monsters, but initially not even giving you a weapon.

The game immediately makes it clear gameplay and stylistically that there will be no indulgences. Dynamic fights based mainly on dodges. It looks spectacular and beautiful, especially when numerous deaths and attempts to kill this or that boss are confused, everything turns into a colorful battle. Considering that most of the enemies are huge monsters that are several times larger than the protagonist, it seems that this is impossible or very difficult, but skillfully applying the mechanics of parrying, finding moments for attack and treatment, everyone will die regardless of size, giving the very feeling that you have achieved something.

The player does not get all this interesting experience right away, because the game mechanics involve Hundreds or even thousands of player deaths on the way to becoming the same hunter. Each death brings knowledge and skills, but in return takes valuable *[Blood Echoes]* Which are needed for leveling Levels.

Inspired by the works of Howard Lovecraft and the Victorian era, the creator Hidetaka created a dark and wonderful world of Bloodborne, full of dangerous nooks of disgusting enemies That loiter through the Gothic streets of Yarnam through the fog. The display of the madness of this place is surprising in its own way, because, as in the works of Lovecraft, people went crazy even before they saw the cause of their fears, such a horror of the unknown Hidetaka Miyazaki decided to portray in the Game. As you progress through and meet the Main Character of the Monsters of Yarnam, the parameter of *[Insight]* begins to grow, revealing what could not be seen before, what was hidden by consciousness in order to protect him, thereby the player unknowingly begins to see what was hidden and once he thinks about whether it was so initially how do you not stop thinking about it, with such interesting mechanics, the Developer showed the process of slow loss of sanity.

As a result, over time, the style of the game changes, you stop feeling fear, you go to the breach without fear of taking damage or even dying. That by the end of the game makes you spend parallels with one of the first bosses, the same hunter who went crazy and attacked you without hesitation fearless and regret. It remains only to understand whether you are driven by skill and ability or madness...