***Hogwarts Legacy*** is a 2023 [action role-playing game](https://en.wikipedia.org/wiki/Action_role-playing_game) developed by [Avalanche Software](https://en.wikipedia.org/wiki/Avalanche_Software) and published by [Warner Bros. Games](https://en.wikipedia.org/wiki/Warner_Bros._Games) under its [Portkey Games](https://en.wikipedia.org/wiki/Portkey_Games) label. The game is set in the [Wizarding World](https://en.wikipedia.org/wiki/Wizarding_World) universe, taking place in the late 1800s, a century before the events of the [*Harry Potter*](https://en.wikipedia.org/wiki/Harry_Potter) novels. The player controls a student at the [Hogwarts School of Witchcraft and Wizardry](https://en.wikipedia.org/wiki/Hogwarts_School_of_Witchcraft_and_Wizardry) who learns to wield different magical abilities and objects, aided by other students and professors, and is involved in uncovering an ancient secret of the wizarding world.

*Hogwarts Legacy* is Avalanche's first release since their acquisition by Warner Bros. in 2017. Development began in 2018, while pre-release gameplay footage was leaked onto the internet in the same year. Officially announced in 2020, the game became highly anticipated. Before release, the game attracted controversy due to *Harry Potter* creator [J. K. Rowling](https://en.wikipedia.org/wiki/J._K._Rowling)'s [views on transgender people](https://en.wikipedia.org/wiki/J._K._Rowling_and_transgender_people) and accusations of including [antisemitic tropes](https://en.wikipedia.org/wiki/Antisemitic_trope), leading to calls for a boycott. Following some delays, it was released on 10 February 2023 for [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5), [Windows](https://en.wikipedia.org/wiki/Windows), and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S). It is scheduled for release on [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [Xbox One](https://en.wikipedia.org/wiki/Xbox_One), and [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch) later in 2023.

The early access of the game led to record-breaking concurrent viewers on streaming platform [Twitch](https://en.wikipedia.org/wiki/Twitch_(service)), making *Hogwarts Legacy* the most-watched single-player game of all time. Within two weeks after its launch, the game sold more than 12 million copies, generated $850 million in global sales revenue, and accumulated over 280 million hours played globally, breaking company records for [Warner Bros. Games](https://en.wikipedia.org/wiki/Warner_Bros._Games). *Hogwarts Legacy* received generally favourable reviews from critics, with praise for the combat, world design, and characters, and criticism for its technical problems and failure to innovate as an [open-world](https://en.wikipedia.org/wiki/Open_world) game.

Gameplay

*Hogwarts Legacy* is an [action role-playing game](https://en.wikipedia.org/wiki/Action_role-playing_game), played in a [third-person perspective](https://en.wikipedia.org/wiki/Third-person_view), in which players are embarking on an open-world journey; threatened by an ancient secret.[[1]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-2)[[2]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-3) One of the main elements for the player is to attend classes at [Hogwarts School of Witchcraft and Wizardry](https://en.wikipedia.org/wiki/Hogwarts_School_of_Witchcraft_and_Wizardry). Players can explore familiar locations from the [Wizarding World](https://en.wikipedia.org/wiki/Wizarding_World) franchise, such as [Hogsmeade](https://en.wikipedia.org/wiki/Hogsmeade) or the [Forbidden Forest](https://en.wikipedia.org/wiki/Forbidden_Forest_(Harry_Potter)).[[3]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Breslin_2020-4) Each of the four known [Hogwarts Houses](https://en.wikipedia.org/wiki/Hogwarts_Houses)—[Gryffindor](https://en.wikipedia.org/wiki/Gryffindor), [Hufflepuff](https://en.wikipedia.org/wiki/Hufflepuff), [Ravenclaw](https://en.wikipedia.org/wiki/Ravenclaw) and [Slytherin—](https://en.wikipedia.org/wiki/Slytherin)also offers a unique common room. These rooms are only accessible for the player's current house chosen by the [Sorting Hat](https://en.wikipedia.org/wiki/Sorting_Hat).[[4]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-5) Accompanied by the choice of house, the player receives different exclusive quests.[[5]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-6) Progressing through the game sees the interior and exterior of the castle change visually to match the seasons.[[6]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Jessop_2023-7) The game also features changing music based on the location of the player character, as they move through the open world, with notable differences within the specific common rooms that can only be accessed by players who choose each corresponding school house.[[7]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Gamespot_Nov_Showcase-8)

During character creation, the player can choose their appearance, [gender](https://en.wikipedia.org/wiki/Gender), and one of the four houses. Players may customise their character's voice and body type, and add accessories such as glasses in character creation.[[8]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-9)[[7]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Gamespot_Nov_Showcase-8) Level progression allows the player to access and upgrade different spells, talents, and abilities. Through in-game challenges, the player character gains experience points to gain levels. These challenges come in the form of combat, quests, exploration, and field guide pages. While house points for the four Hogwarts houses play a part in the game's plot, they are not influenced by player actions.[[7]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Gamespot_Nov_Showcase-8)

The [player character](https://en.wikipedia.org/wiki/Player_character) learns to cast various magical spells, brew potions and master combat abilities. As players progress, they develop their own special combat style.[[9]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-10) While attending classes does advance [gameplay mechanics](https://en.wikipedia.org/wiki/Gameplay_mechanics), such spell learnings are not a scheduled gameplay element in itself. Classes will be attended as part of plot development milestones.[[7]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Gamespot_Nov_Showcase-8) Player characters are also able to establish friendships with interactable [non-player characters](https://en.wikipedia.org/wiki/Non-player_character) (NPCs). As these relationships grow, schoolmates become companions who can accompany players on their journey, expand their abilities, and offer unique dialogue options as players learn their stories.[[10]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-11)

The game features environmental customisation elements; players can modify the [Room of Requirement](https://en.wikipedia.org/wiki/Room_of_Requirement) as they level up through the game.[[11]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-12) The room can be entirely personalised, and its architecture changed. It is used to place and take care of utility items such as brewing stations and planting pots, which also can be customised. Some of the magical beasts of the game can be held in a chosen "Vivarium", a separate place where the player takes care of them.[[12]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-13) Players will be able to tame, care for, and ride different [magical beasts](https://en.wikipedia.org/wiki/Magical_creatures_in_Harry_Potter), including [hippogriffs](https://en.wikipedia.org/wiki/Hippogriff) and [thestrals](https://en.wikipedia.org/wiki/Thestral). [Dragons](https://en.wikipedia.org/wiki/Dragon), [trolls](https://en.wikipedia.org/wiki/Troll), acromantulas, graphorns, [mooncalves](https://en.wikipedia.org/wiki/Mooncalves), fwoopers, kneazles, and nifflers are other interactable magical creatures. Some creatures can be used in combat, such as [mandrakes](https://en.wikipedia.org/wiki/Mandrake) to stun enemies.[[13]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Hogwarts_Legacy_-_State_of_Play_Official_Gameplay_Reveal-14)

Synopsis

**Setting and characters**

**2:33CC**

The official reveal trailer for *Hogwarts Legacy* featuring its motto: "Live the Unwritten".

*Hogwarts Legacy* is set in the late 1800s, taking place in locations such as [Hogwarts castle](https://en.wikipedia.org/wiki/Hogwarts), [Hogsmeade](https://en.wikipedia.org/wiki/Hogsmeade) and the [Scottish Highlands](https://en.wikipedia.org/wiki/Scottish_Highlands).[[14]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-15) The game follows a student (voiced by [Sebastian Croft](https://en.wikipedia.org/wiki/Sebastian_Croft) or [Amelia Gething](https://en.wikipedia.org/wiki/Amelia_Gething)) starting at [Hogwarts](https://en.wikipedia.org/wiki/Hogwarts) as the protagonist in the fifth year.[[15]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:0-16)[[16]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-17) As the protagonist starts at the school later than other students, the [Ministry of Magic](https://en.wikipedia.org/wiki/Ministry_of_Magic) provides a wizard field guide. Completing sections of this guide through exploration provides additional information and experience points.[[7]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Gamespot_Nov_Showcase-8) The player character, who holds the key to an "ancient secret that threatens to tear the wizarding world apart", is capable of manipulating a mysterious ancient magic, and will need to help uncover why this forgotten magic has suddenly made a resurgence and the ones that are simultaneously trying to harness it.[[6]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Jessop_2023-7)

The new character Professor Eleazar Fig acts as a mentor figure to the protagonist. Other new characters include Hogwarts students Amit Thakkar (Asif Ali), Everett Clopton ([Luke Youngblood](https://en.wikipedia.org/wiki/Luke_Youngblood)), Professors Onai (Kandace Caine) and Shah (Sohm Kapila), as well as headmaster Phineas Nigellus Black ([Simon Pegg](https://en.wikipedia.org/wiki/Simon_Pegg)) and Professor Matilda Weasley ([Lesley Nicol](https://en.wikipedia.org/wiki/Lesley_Nicol_(actress))).[[17]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-18)[[15]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:0-16) The protagonist is also able to build friendships with fellow students Natsai Onai, Poppy Sweeting and Sebastian Sallow, who take part in the protagonist's journey as companion characters.[[18]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-19) Antagonists featured in the game include Ranrok, the leader of the Goblin Rebellion, and Victor Rookwood, the leader of a group of Dark Wizards.[[19]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-20)

**Plot**

The protagonist receives a letter from Professor Weasley, containing the confirmation of attending Hogwarts School of Witchcraft and Wizardry as a fifth-year student, while naming Professor Fig as the protagonist's mentor. Fig escorts the protagonist from London to Hogwarts via a flying coach. While discussing an unknown artefact, a dragon attacks them. The dragon rips the coach apart, and Fig and the protagonist drop out of it. Fig uses a spell to reach the key that was inside the artifact and when doing so, it turns out to be a Portkey able to teleport to Gringotts. Using the key to enter an old vault, the protagonist learns they can see ancient magic and is confronted by the goblin, Ranrok. Fig and the protagonist escape Rantok and reach Hogwarts, right as the [Sorting Ceremony](https://en.wikipedia.org/w/index.php?title=Sorting_Ceremony&action=edit&redlink=1) is about to end. The protagonist begins their term at Hogwarts.

Piece by piece, the protagonist learns various spells during classes, while also exploring Hogwarts, Hogsmeade and outer regions with companions, Sebastian Sallow and Natsai Onai. Meanwhile, Professor Fig is investigating the secrets of ancient magic, supported by the protagonist. They ultimately discover a secret, ancient chamber below Hogwarts: the map chamber. It contains four talking portraits of past Hogwarts staff guard, named the Keepers, who protect the secrets of ancient magic from the wider world. The protagonist learns that a previous professor, Isidora Morganach, disagreed with the Keepers on hiding ancient magic, leaving a repository of power that Ranrok is attempting to find, as he wishes for goblins to rise up against the wizarding world. A group of dark wizards, led by Victor Rookwood, collaborates with Ranrok to support the latter's rebellion.

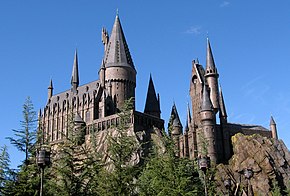
In order to reveal the secrets of ancient magic, the protagonist needs to complete four trials, held by the map chamber's keepers. To successfully pass the trials, the protagonist has to overcome dangerous tasks and puzzles. The end of each trial leads to a “pensieve”, a magical device to store and review memories. By using it, the protagonist gains access to the memories of the four keepers, learning about their history regarding ancient magic and connection to Isidora Morganach. Isidora used ancient magic in an attempt to extract negative emotions, particularly from her suffering father. The keepers noticed that Isidora's father not only lost negative emotions but all of them. Once they found out Isidora used this practise on students, all four of the keepers attempted to stop her but fail to do so. With no alternative in sight, one of the keepers ultimately used the killing curse to eliminate Isidora. After that, the keepers decided to keep the repository a secret. As the protagonist completed all trials, they receive one final task: to create a special type of magic wand consisting of the artefacts found at the "pensieves".

Professor Fig sends the protagonist to Ollivander in order to craft the Keeper's wand. As the protagonist leaves Ollivander's, they get ambushed by Victor Rookwood. Rookwood proposes an alliance against the goblins, but the protagonist refuses, which results in a battle, in which the protagonist manages to defeat Rookwood. Shortly after, Ranrok eventually locates Isidora's repository and “frees” the ancient power, then absorbs it to turn himself into a dragon. After a battle between Ranrok and the protagonist, the protagonist ends the goblin rebellion by beating Ranrok, and must decide whether to keep the Keepers' secret or reveal the existence of ancient magic by taking the power. Regardless of the choice made, Fig is mortally wounded during the battle and dies shortly after the battle is won. Professors Black and Weasley hold a eulogy in honour of Fig, with the protagonist being present. Afterwards, the protagonist returns to finish regular school studies, as the end of the school year is leading to the O.W.L. exams. The journey ends with Professor Weasley awarding the protagonist 100 house points for the extraordinary adventure, which ultimately leads to a win of the House Cup for their respective House.

Development

The game was developed by [Avalanche Software](https://en.wikipedia.org/wiki/Avalanche_Software), which was acquired by [Warner Bros. Interactive Entertainment](https://en.wikipedia.org/wiki/Warner_Bros._Interactive_Entertainment) from [Disney](https://en.wikipedia.org/wiki/Disney) in January 2017.[[20]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-21)[[21]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-22) In the same year, [Warner Bros.](https://en.wikipedia.org/wiki/Warner_Bros.) established a new publishing label named [Portkey Games](https://en.wikipedia.org/wiki/Portkey_Games), which was dedicated to managing the [Wizarding World](https://en.wikipedia.org/wiki/Wizarding_World) license.[[22]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-23) The *Harry Potter* creator [J. K. Rowling](https://en.wikipedia.org/wiki/J._K._Rowling) was not involved in development.[[23]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-24) Five years in the making, experts estimate Hogwarts Legacy's budget at $150 million.[[24]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-25)

Before any official announcement, gameplay footage leaked in 2018.[[25]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-26) *Hogwarts Legacy* was announced at a [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5) event in September 2020, with a planned release for [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), PlayStation 5, [Windows](https://en.wikipedia.org/wiki/Windows), [Xbox One](https://en.wikipedia.org/wiki/Xbox_One), and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S) in 2021.[[26]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-27) The game uses the [Unreal Engine](https://en.wikipedia.org/wiki/Unreal_Engine), its [fourth generation](https://en.wikipedia.org/wiki/Unreal_Engine) in particular.[[27]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-UE-28)[[28]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-29) It was delayed twice, first to 2022, and later to 10 February 2023. The primary voice cast for the game was announced on 12 January 2023.[[29]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-30)[[30]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-31) Its PS4 and Xbox One versions were delayed from its February 2023 launch to April.[[31]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-HL_Gem_2022-32) A [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch) port is scheduled for release on 25 July 2023.[[31]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-HL_Gem_2022-32) Early access was made available to people who had pre-ordered the game's physical Collector's Edition or Digital Deluxe Edition on console or PC on 7 February 2023.[[32]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-33)

[](https://en.wikipedia.org/wiki/File:Wizarding_World_of_Harry_Potter_Castle.jpg)

[Hogwarts](https://en.wikipedia.org/wiki/Hogwarts) castle was recreated based on its description in the [Harry Potter](https://en.wikipedia.org/wiki/Harry_Potter) books; to be faithful to the source material and easy to recognise.[[33]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-34)

In terms of story development, [Narrative Lead](https://en.wikipedia.org/wiki/Writer) Moira Squier stated that it was important to pick a time period when no other heroes were around. This would make it possible to give the player their own complete world to experience in a setting similar to the [Harry Potter](https://en.wikipedia.org/wiki/Harry_Potter) and [Fantastic Beasts](https://en.wikipedia.org/wiki/Fantastic_Beasts) eras. The writing team focused on creating a "diverse collection" of characters for players to potentially identify with them in a positive way.[[34]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-35)[[35]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-36) Boston Madsen, [Environmental Lead](https://en.wikipedia.org/wiki/Environment_artist) for the creation of Hogwarts, emphasised the importance of creating environmental elements close to the source material of the *Harry Potter* books. Madsen stated that even though its Avalanche Software's version of Hogwarts, it is made to be easily recognisable. [Game director](https://en.wikipedia.org/wiki/Video_game_producer) Alan Tew also added that they aimed to go beyond the expected areas to let people discover new locations and undiscovered chambers.[[36]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-37) [Artists](https://en.wikipedia.org/wiki/Game_art_design) Jeff Bunker and Vanessa Palmer explained that, during the game's development, they kept five specific tech pillars in mind: [4K](https://en.wikipedia.org/wiki/4K_resolution) graphics and visuals, [3D audio](https://en.wikipedia.org/wiki/3D_audio_effect), activities and game help and the [PlayStation 5 DualSense controller](https://en.wikipedia.org/wiki/DualShock) as well as fast loading times and activities. They referenced the usage of the Unreal Engine, the computing and rendering capabilities of the PlayStation 5, and the Niagara visual effects system to deliver visual effects for spells and magic.[[37]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:2-38)

In terms of development connected to the PlayStation 5, Avalanche Software's team made use of the DualSense controller's adaptive triggers with [haptic](https://en.wikipedia.org/wiki/Haptic_technology) feedback to create an immersive and authentic combat experience. As well as combat, the haptic experience enhances flying and discovering ancient magic hotspots.[[37]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:2-38) To promote the game, a specifically designed DualSense controller, the "Revelio Controller", was released at the game's launch in the U.S. and UK as a limited edition.[[38]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-39)[[39]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-40)

The [soundtrack](https://en.wikipedia.org/wiki/Soundtrack) was composed by Peter Murray, J. Scott Rakozy and Chuck Myers, with additional tracks by [Alexander Horowitz](https://en.wikipedia.org/wiki/Alexander_Horowitz).[[40]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-41)[[41]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-42)[[42]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-43) It was released as two digital [double albums](https://en.wikipedia.org/wiki/Double_Album) totalling 75 tracks, *Hogwarts Legacy (Original Video Game Soundtrack)* and *Hogwarts Legacy (Study Themes from the Original Video Game Soundtrack*.[[43]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-AppleMusic-44)[[44]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-AppleMusicStudyThemes-45) The soundtrack was also released on [vinyl](https://en.wikipedia.org/wiki/Phonograph_record), being mastered by James Plotkin and distributed by [Mondo](https://en.wikipedia.org/wiki/Mondo_(American_company)).[[45]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-46)[[46]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-47)

**Additional content**

By joining the *Harry Potter Fan Club* and linking the *WB Games account*, players are able to receive free cosmetic items.[[47]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-48) PlayStation versions of the game include "The Haunted Hogsmeade Shop" as exclusive content and the recipe for the "Felix Felicis" potion as a pre-order exclusive. The former consists of an additional dungeon, cosmetic set and the feature of owning an in-game shop, while the latter allows the player to reveal gear chests on the map.[[48]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-49) Accompanied by the launch of *Hogwarts Legacy*, the *Dark Arts Pack* was released as either a part of the Deluxe and Collector's editions or as [downloadable content (DLC)](https://en.wikipedia.org/wiki/Downloadable_content) for users of the regular edition. The DLC consists of an exclusive mount, a clothing set and a new battle arena location. The *Dark Arts Battle Arena* expands the two available battle arenas available in the base game.[[49]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-50)[[50]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-51) Since the early access release on 7 February 2023 up until 24 February 2023, players are able to receive five free cosmetic items exclusively through [Twitch](https://en.wikipedia.org/wiki/Twitch_(service)) drops.[[51]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-52)[[52]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-53)

In February 2023, shortly after the release, game director Alan Tew stated that the team focused on the launch only and did not plan to release additional content yet.[[53]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-54)

Reception

**Reception**

|  |  |
| --- | --- |
| **Aggregate score** | |
| **Aggregator** | **Score** |
| [Metacritic](https://en.wikipedia.org/wiki/Metacritic) | (PC) 83/100[[54]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-MCPC-55) (PS5) 84/100[[55]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-MCPS5-56) (XSXS) 90/100[[56]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-MCXSXS-57) |

|  |  |
| --- | --- |
| **Review scores** | |
| **Publication** | **Score** |
| [*Destructoid*](https://en.wikipedia.org/wiki/Destructoid) | 7/10[[57]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Destruct-58) |
| [*Digital Trends*](https://en.wikipedia.org/wiki/Digital_Trends) | [[58]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-DT-59) |
| [*Eurogamer*](https://en.wikipedia.org/wiki/Eurogamer) | 8/10[[70]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-71) |
| [*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer) | 9/10[[59]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-GI-60) |
| [*GameRevolution*](https://en.wikipedia.org/wiki/GameRevolution) | 6/10[[60]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-GameRev-61) |
| [*GameSpot*](https://en.wikipedia.org/wiki/GameSpot) | 6/10[[62]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-GSpot-63) |
| [*GamesRadar+*](https://en.wikipedia.org/wiki/GamesRadar%2B) | [[61]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-GRadar-62) |
| [*IGN*](https://en.wikipedia.org/wiki/IGN) | 9/10[[63]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-IGN-64) |
| [*NME*](https://en.wikipedia.org/wiki/NME) | [[64]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-NME-65) |
| [*PC Gamer* (US)](https://en.wikipedia.org/wiki/PC_Gamer) | 83/100[[65]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-PCGUS-66) |
| [*PCGamesN*](https://en.wikipedia.org/wiki/PCGamesN) | 7/10[[66]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-PCGN-67) |
| [*Push Square*](https://en.wikipedia.org/wiki/Push_Square) | 8/10[[67]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-PSQ-68) |
| [*The Guardian*](https://en.wikipedia.org/wiki/The_Guardian) | [[68]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-TG-69) |
| [*Video Games Chronicle*](https://en.wikipedia.org/wiki/Video_Games_Chronicle) | [[69]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-VGC-70) |

**Critical response**

According to review aggregator [Metacritic](https://en.wikipedia.org/wiki/Metacritic), *Hogwarts Legacy* received "generally favourable" reviews for the PC and PlayStation 5 versions, based on 19 reviews for the former and 86 reviews for the latter.[[54]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-MCPC-55)[[55]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-MCPS5-56) For the Xbox Series X version, the game received "universal acclaim", based on 16 reviews.[[56]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-MCXSXS-57)

The environments and visuals were lauded by critics, with the majority of praise for the recreation of [Hogwarts](https://en.wikipedia.org/wiki/Hogwarts) castle. [*GamesRadar+*](https://en.wikipedia.org/wiki/GamesRadar%2B) complimented the world as being faithful to the existing [Wizarding World](https://en.wikipedia.org/wiki/Wizarding_World) lore,[[61]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-GRadar-62) and [*Destructoid*](https://en.wikipedia.org/wiki/Destructoid) lauded the overall presentation and positive synergy with the universe.[[57]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Destruct-58) Other reviewers echoed these points,[[57]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-Destruct-58)[[71]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:02-72)[[72]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:8-73)[[73]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:22-74)[[74]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:32-75) with [*NME*](https://en.wikipedia.org/wiki/NME) writing that the world was probably "the best representation for fans".[[75]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:17-76) Further praise was directed at the castle's level of detail.[[76]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:11-77)[[77]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:12-78)[[78]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:42-79) [*Push Square*](https://en.wikipedia.org/wiki/Push_Square) highlighted the level of atmosphere and visual presentation, finding it made aimless activities like walking around Hogwarts enjoyable.[[79]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:25-80) The surrounding areas set in the [Scottish Highlands](https://en.wikipedia.org/wiki/Scottish_Highlands) received similar plaudits, though some thought that other areas were not as engaging.[[73]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:22-74)[[80]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:7-81)[[81]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:13-82)

The gameplay elements received varying reviews. [*PC Gamer*](https://en.wikipedia.org/wiki/PC_Gamer) praised *Legacy*'s "simple but harmonious systems", such as its take on wizard duels and building a personalised living space in the Room of Requirement.[[82]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:19-83) *Eurogamer Germany* lauded the attention to detail in motivating the player to explore the world. They highlighted the "atmospheric" music, and were impressed by the design of some of the game's quests and puzzles.[[83]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:26-84) *Destructoid* complimented the range of activities and unlockables, but found the game "unremarkable" overall and contributing to the experience being "wrapped in a flawed open world shell".[[84]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:20-85) *NME* similarly wrote that the game design felt dated, attributing this to its long development cycle.[[75]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:17-76) [*The Guardian*](https://en.wikipedia.org/wiki/The_Guardian) criticised the experience as "competent but unspectacular". While praising the presentation as "enchanting", they felt that progression made the game feel more derivative of other open world examples.[[85]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:21-86) [*GameRevolution*](https://en.wikipedia.org/wiki/GameRevolution) described *Legacy* as fun but forgettable [*Harry Potter*](https://en.wikipedia.org/wiki/Harry_Potter) fan service, writing that features such as attending classes and creating potions lacked sufficient depth.[[60]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-GameRev-61) The combat was generally praised. [*PCGamesN*](https://en.wikipedia.org/wiki/PCGamesN) called it the game's strongest aspect.[[86]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:23-87) [*GameSpot*](https://en.wikipedia.org/wiki/GameSpot) described the combat and spells as giving "a great sense of power" for the player, though criticised the spell-selecting controls and the "uninteresting" enemy design;[[87]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:24-88) [*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer) similarly lamented the enemies for lacking in variety.[[88]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:16-89)

The game's narrative divided critics. Some praised the developer's handling of the narrative to tell an original story while in a setting that felt overly familiar.[[74]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:32-75)[[89]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:5-90) [*Windows Central*](https://en.wikipedia.org/wiki/Windows_Central) and [*Screen Rant*](https://en.wikipedia.org/wiki/Screen_Rant) deemed the story "engaging",[[73]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:22-74)[[77]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:12-78) while the writing of the more detailed side-quests were positively highlighted by [*Video Games Chronicle*](https://en.wikipedia.org/wiki/Video_Games_Chronicle) as "sit[ting] comfortably with the best of the series".[[90]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:15-91) *Hardcore Gamer* praised the story as "gripping", but felt it faltered towards the end.[[76]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:11-77) [*PCMag*](https://en.wikipedia.org/wiki/PCMag) described the decision to have the protagonist act out a "[Chosen One](https://en.wikipedia.org/wiki/The_Chosen_One_(trope))" role as "silly".[[91]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:6-92) Other reviewers expressed overall criticism of the narrative, finding it to be lacklustre, and at times illogical.[[71]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:02-72)[[92]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:14-93)

The characters were mostly well received. [*Windows Central*](https://en.wikipedia.org/wiki/Windows_Central) described them as interesting and adding depth to the world,[[77]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:12-78) while the broad ethnic diversity of students and teachers was positively remarked upon by *PCMag*.[[91]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:6-92) The game's companions received praise from [*IGN*](https://en.wikipedia.org/wiki/IGN) for their characterization and roles.[[71]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:02-72) The cast performances received similar compliments. *PCMag* praised the voice acting for making conversations feel natural,[[91]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:6-92) while *Game Informer* highlighted both the dialogue and acting as "excellent".[[88]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:16-89) Conversely, *Video Games Chronicle* criticised certain NPCs outside of Hogwarts for appearing lifeless.[[90]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:15-91) *Hardcore Gamer* wrote the protagonist's rivals, Ranrok and Rookwood, failed as compelling antagonists and felt disappointing compared to other established *Harry Potter* villains.[[76]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:11-77)

Reviewers criticised *Legacy*'s number of technical issues around the time of its release. Many noted issues affecting performance, including slow loading of textures, frame rate inconsistencies, visual glitches, [clipping](https://en.wikipedia.org/wiki/Clipping_(computer_graphics)) objects and inconsistent lighting.[[71]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:02-72)[[77]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:12-78)[[91]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:6-92)[[93]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:10-94) *PC Gamer* experienced brief but frequent pauses at doors, as well as frame rate drops during uneventful moments.[[82]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:19-83) *Eurogamer Germany* noted shading issues and "stiff" facial expressions on characters.[[83]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:26-84) [*GameStar*](https://en.wikipedia.org/wiki/GameStar) reported performance problems overall while reviewing the PC version, especially in areas with many NPCs, but noticed the game's first [patch](https://en.wikipedia.org/wiki/Patch_(computing)) alleviated some of these issues.[[78]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:42-79)

**Sales**

Overall, experts estimated the game to sell at least 10 million copies, while also speculating that *Hogwarts Legacy* will be an opportunity to re-brand the franchise.[[94]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:1-95) On 23 February 2023, [Warner Bros. Discovery](https://en.wikipedia.org/wiki/Warner_Bros._Discovery) announced that the game has sold more than 12 million copies in its first two weeks, generating $850 million in global sales.[[95]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:4-96)[[96]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-97) In the UK, the game became the biggest launch of any *Harry Potter* video game, topping the *Boxed Chart* in its debut week. Analysts compared the first week sales to [*Elden Ring*](https://en.wikipedia.org/wiki/Elden_Ring), noting that physical and digital sales are up by 80% and 88%.[[97]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-98)[[98]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-99) It remained at the top of the UK physical charts for two additional weeks.[[99]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-100)[[100]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-101) In Japan, *Hogwarts Legacy* debuted atop the software sales chart, with the PlayStation 5 version selling 67,196 physical copies.[[101]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-102) In its second week, the game remained at the top spot and accumulated a total of 104,154 physical copies sold.[[102]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-103) Due to [Steam](https://en.wikipedia.org/wiki/Steam_(service))'s rules on separating pre-orders and official releases, *Hogwarts Legacy* occupied the first four spots on the platform's sales chart at some point during its first week of release.[[103]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-104)[[104]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-105)[[105]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-106) On Playstation 5 and Xbox Series X/S, *Hogwarts Legacy* placed atop of the console's sales charts before its official launch.[[106]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-107)

As of 22 February 2023, *Hogwarts Legacy* had been played for a collected amount of 267 million hours.[[107]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-108) Shortly after, the game broke company records for Warner Bros. Games by reaching 280 million hours played.[[95]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-:4-96) In further regards to player engagement, *Hogwarts Legacy* reached a peak of over 489,000 concurrent players on Steam during its early access, becoming the second-highest player count peak for any single-player game, behind only [*Cyberpunk 2077*](https://en.wikipedia.org/wiki/Cyberpunk_2077).[[108]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-109)[[109]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-110) After its release, the game almost doubled its concurrent player record during release weekend, peaking at over 879,000 players. The game has the eighth-highest concurrent player peak ever.[[110]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-111)[[111]](https://en.wikipedia.org/wiki/Hogwarts_Legacy#cite_note-112)