

Analysis of Mechanics

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Title: Star Wars Battlefront II

Released: 2017

Author: DICE, Electronic Arts

Primary Genre: action, shooter

Secondary Genre: fiction, adventure, multiplayer

Style: realistic

Analysis

General Overview

Star Wars Battlefront II is a video game set a long time ago in a galaxy far, far away. It is the second instalment in the series since Disney's acquisition of Lucasfilm as the owner of the Star Wars trademark. Battlefront II is an action-packed multiplayer shooter game that, from a certain point of view, is rather similar to games like Counter-Strike, Call of Duty, Battlefield and many more. In its core, there is still the aspect of a competition between players, that makes them want to be the best in the game. What is unique compared with the aforementioned games, is the "visual wrapper" of the core mechanics. Battlefront II does not make up own characters and environments just for the purpose of the game, but rather realistically depicts the ones from that globally beloved universe.

Game Modes

The game offers many ways to play in multiplayer against other players in variety of modes with up to 20 versus 20 players fighting for dominance between two factions. Not fancying large-scale battles? You can opt for cooperation mode for 4 players battling bots. Or you can fight as an iconic character in Heroes and Villains. All multiplayer modes can be played in a squad of up to 4 people, so spending time with your friends is even more enjoyable. What is more, you can also pilot memorable starships in a space dogfight. Secondly, you can train your skills, explore beautiful worlds or just relax in one of several single-player modes competing against AI bots on difficulty level of your choice. And last but not least, there is also a single-player campaign that tells a story of a soldier during one of the most pivotal moments of the franchise story-line.

Progression System

In order to stimulate the players to keep playing, there are countless upgrades you can unlock. Each soldier class, each hero and each starship can be upgraded in form of star cards that enables or improves unique abilities. The star cards can be purchased for points you receive for leveling-up the respective character. Besides, you can choose from loads of appearances and for reaching certain number of kills, a new weapon will be unlocked. You can level-up your characters by gaining enough experience points (XP), which are awarded for each in-game activity, completing objectives such as capturing the enemy control post but also just for killing enemies. Occasionally, there are double or even triple XP days, when each received XP gets multiplied.

As there is no end, the modes can be played over and over again. When we add the detailed environment, it is a pure joy to immerse oneself in the gameplay and feel personally present in the battle. To sum up, the all-around action on battlefield in form of other players or bots, the surroundings and the desire for victory of your side makes you stick to the game for long hours.