

Analysis of Mechanics

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Title: Assassin's Creed IV: Black Flag

Released: 2013

Author: Ubisoft Montreal

Primary Genre: Action

Secondary Genre: Adventure

Style: Realistic

Analysis

Gameplay consist of 2 parts - fighting and exploring. Primary genre is action because of all the fights and parkour that game allows. Player can choose to fight in stealth and kill enemies with hidden blades from bushes or walk near them in crowd or jump on them from height. But also with more action like duels or fight multiple enemies with his pirate swords. Second genre is adventure. The game is set in open world environment in Caribbean. Where player can explore cities, villages, sea forts, even Mayan ruins and jungle. But main element of adventure genre is that player can sail on ship and explore sea and islands.

Interaction between genres is great because the adventure part allows player to fight or parkour in different environments and situations. And also allows player to fight with ships at sea which is really unique technique. Adventure genre really support the primary genre and enhance not only gameplay but also story.

Realistic style is the best choice because of the beautiful nature of Caribbean. It gives great atmosphere to game. Realistic sea, palms, buildings, jungle with very nice graphic really improves experience of gameplay with that all exploring that player can do.