# Submission Worksheet

Course: IT265-002-S2025

Assignment: IT265 Case Study - Personal Choice

Student: Michael B. (mb2297)

Status: Submitted | Worksheet Progress: 100%

Potential Grade: 10.00/10.00 (100.00%) Received Grade: 0.00/10.00 (0.00%)

Grading Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-case-study-personal-

choice/grading/mb2297

# Instructions

Step 1: Pick a game you plan to analyze

Step 2: Playtest your game choice (or review streamers playing the game)

Step 3: Analyze, research, and review your chosen game. Collect resources (website links, etc that you used during the exploration) include these with the responses in the related sections. Fill in the responses of the below prompts/checklist/etc.

Step 4: Export the PDF. Upload it to Github and upload the same PDF to Canvas.

# Section #1: ( 1.25 pts.) Game Overview

Task #1 ( 0.63 pts.) - Historical Context and Game Description

# Text Prompt

Weight: 50%

Objective: Historical Context and Game Description

Details:

- Game's title, developer, publisher, platform, and release date.
- · Historical context of the game's release and its place in the industry.
- · Game's genre and how it compares to similar games of the time.

#### Your Response:

Dark Souls Remastered Developer: FromSoftware Inc Publisher: Bandai Namco Entertainment Platform: PC, Nintendo Switch, PlayStation 4, PlayStation 3, Xhox One, Xhox 360 Release Date: May 24, 2018 Genre:

Soulslike



Raved: 4/30/2025 9:06:23 PM



# Task #2 ( 0.63 pts.) - Gameplay Mechanics

## Text Prompt

Weight: 50%

Objective: Gameplay Mechanics

Details:

- · Discuss the core gameplay mechanics and how they shape the player's experience.
- · Explain how players control the game and interact with it.
- Identify and describe any unique aspects or creative elements in the game's gameplay.

#### Your Response:

As far as combat goes, Dark Souls main mechanics are attacking and dodge rolling. Attacking is your main way of dealing damage and dodge rolling or parrying are your main ways of evading damage. Players control their character and walk in any direction from an over the shoulder third person view. When locked on to an enemy you strafe instead of moving omnidirectionally, and you can only dodge roll in 4 directions.



Saved: 4/30/2025 9:04:05 PM

# Section #2: (1.25 pts.) Software Architecture And Technology



Task #1 ( 0.63 pts.) - Technical Framework

# Text Prompt

Weight: 50%

Objective: Technical Framework

#### Details:

- Describe the game engine and any special software (middleware) used to make the game. Explain why
  these were important for making the game work.
- List the programming languages and software tools used to build the game. Discuss how these tools helped in creating the game's features.

#### Your Response:

Strangely it's been kind of hard to find out what engine Dark Souls actually runs on. It's been spread around that it runs on PhyreEngine which is supposedly misinformation. Dark Souls does use Havok for physics at least.



Saved: 4/30/2025 8:54:26 PM

#### 100%

# Task #2 (0.63 pts.) - Innovations and Challenges

# Text Prompt

Weight: 50%

Objective: Innovations and Challenges

#### Details:

- Identify and describe any new or unique technical features in the game. Explain how these features
  made the game different or improved it.
- Discuss any major difficulties the developers encountered while making the game. Describe how they solved these problems.

#### Your Response:

One of the things Dark Souls is heavily praised for even to this day is the interconnected world. Many areas in the game have short cuts leading back to previous areas to decrease travel time and create the feeling of a strongly connected world. Another innovation in Dark Souls is the bonfire, which act as a checkpoint that restore your health, flasks, but also reset enemies in the area.



Saved: 4/30/2025 8:59:09 PM



# Task #1 ( 0.63 pts.) - Mechanics Analysis

## Text Prompt

Weight: 50%

Objective: Mechanics Analysis

#### Details:

- Explore and describe the main rules and actions that players use in the game. Explain how these core
  mechanics define the game's playstyle.
- Discuss how the game's core mechanics keep players interested and involved. Describe the ways
  these mechanics make the game fun or challenging.

#### Your Response:

Besides the specific combat mechanics, Dark Souls revolves around defeating bosses, exploring areas for new weapons, accumulating souls, and upgrading your stats.



Saved: 4/30/2025 9:03:40 PM

## 100%

# Task #2 ( 0.63 pts.) - Level Design

#### ■ Text Prompt

Weight: 50%

Objective: Level Design

#### Details:

- Describe the design of the game's levels or environments. Focus on the layout, obstacles, and visual elements, and how they contribute to the game's setting.
- Explain how the level or environment design affects the way players play the game. Discuss how these
  design choices impact the overall experience, such as creating challenges, guiding the player, or
  setting the mood.

#### Your Response:

The world design of Dark Souls is one of its strongest attributes. It has an extremely well planned and connected overworld with tons of gorgeous scenery and shortcuts. Each area for the most part has held up fairly well, although sometimes navigating areas can be more difficult than the actual bosses in the game due to enemy placement. The aesthetics also heavily contribute to the feel and mood of the game.





Saved: 4/30/2025 9:11:15 PM

# Section #4: (1.25 pts.) Graphic And Audio Design

100%

# Task #1 (0.63 pts.) - Graphic and Audio Design

## F, Text Prompt

Weight: 50%

Objective: Graphic and Audio Design

Details:

- Describe the game's visual appearance and the artistic choices made. Discuss elements like color, art style, and thematic consistency, and how they contribute to the game's overall look and feel.
- Discuss the design of the game's characters and environments. Focus on aspects such as realism, creativity, and how they fit within the game's world. Explain how these designs enhance the player's immersion in the game.

#### Your Response:

The game has gothic inspired visuals with a theme of dark fantasy. There are a lot of earthy and muted colors used throughout the game. Some of the areas include castles, swamps, ruins, forests, etc.



Saved: 4/30/2025 9:13:31 PM

1009

# Task #2 ( 0.63 pts.) - Audio Design

# Text Prompt

Weight: 50%

Objective: Audio Design

Details:

- Examine the game's sound design, focusing on the music and sound effects. Describe how they are
  used and their quality. Discuss any memorable or unique audio elements in the game.
- Explain how the game's audio contributes to its overall mood and setting. Discuss how sound and music influence the player's emotional response and enhance the gaming experience.

#### Your Response:

Both the soundtrack and sound design of Dark Souls contribute to the overall mood and dark fantasy setting of the game. Dark Souls has themes for each boss and a theme for when you're at the hub are (firelink shrine) but other than that each area has no music. The only thing you hear are your own armor and weapons clanking, nature ambience, and enemies. Each sound has a weighty feel to it and with the lack of music they all stand out. When there is music it's either very scerene and somber, or a triumphant boss theme, both complementing the dark fantasy theme the game has.



Saved: 4/30/2025 8:44:44 PM

# Section #5: (1.25 pts.) User Interface And User Experience

100%

# Task #1 (0.63 pts.) - User Interface and User Experience

## Text Prompt

Weight: 50%

Objective: User Interface and User Experience

#### Details:

- Describe the layout of the game's user interface (UI) and how it functions. Discuss elements like menus, icons, and on-screen prompts, and how they help players navigate and understand the game.
- Evaluate how well the game's UI communicates important information to players. Discuss aspects such as clarity, readability, and the ability of the UI to provide necessary game details without overwhelming or confusing the player.

#### Your Response:

The user interface in Dark Souls follows the same element placement as Demon Souls and has been a standard for every Fromsoft game since then. The UI is pretty minimal and to the point with health, stamina, etc bars on the top left and 4 slots in a plus formation for weapons/items/spells on the bottom left.



# Task #2 ( 0.63 pts.) - UX Analysis

## Text Prompt

Weight: 50%

Objective: UX Analysis

#### Details:

- Discuss the overall feel of playing the game, focusing on how different aspects of the game contribute to the player's experience. Analyze how these elements, such as ease of use, game flow, and feedback, affect the gameplay.
- Evaluate the design decisions made to enhance the player's experience. Consider factors like tutorial
  design, learning curve, and player engagement. Discuss how effective these choices are in making the
  game enjoyable and accessible to players.

#### Your Response:

I think Dark Souls takes a little bit of time to get used to the way it plays. Outside of other soulslike games there's not many other type of games that really prepare you for this type of game.



Saved: 4/30/2025 10:22:21 PM

# Section #6: (1.25 pts.) Narrative And Storytelling

100%

Task #1 ( 0.63 pts.) - Narrative Structure

## Text Prompt

Weight: 50%

Objective: Narrative Structure

Details:

Describe the game's story, including its narrative structure, main plot points, and the setting in which it
takes place. Discuss how those elements some tagether to create a selective and engaging story.

takes place. Discuss now these elements come together to create a conesive and engaging story.

 Analyze the storytelling techniques used in the game, such as dialogue, cutscenes, or environmental storytelling. Evaluate how effectively these techniques convey the story and engage the player.

#### Your Response:

The story for Dark Souls isn't told in a very upfront way. You can connect the context of everything going in if you pay explore what the world has to offer, but it can be easily ignored.



Saved: 4/30/2025 8:46:28 PM



# Task #2 (0.63 pts.) - Character and Integration

## Text Prompt

Weight: 50%

Objective: Character and Integration

#### Details:

- Discuss the development of the game's characters. Describe their roles within the story, their
  personalities, and how they evolve throughout the game. Consider how the characters contribute to the
  overall narrative.
- Examine how the game's narrative and characters are integrated into the gameplay. Discuss how story
  elements are woven into the game mechanics and how this integration affects the player's experience.

#### Your Response:

A lot of the relevant characters in the Dark Souls story are the bosses, and the bosses don't really have much character development within the timeframe the game takes place. The character development already happened prior which is hinted at. There are some npcs with sidequests that undergo some character development such as Siegmeyer. The games narrative and characters are loosely integrated into gameplay but it's there for those that want to experience it.



Saved: 4/30/2025 9:28:50 PM

# Section #7: (1.25 pts.) Impact And Reception

ask #1 (0.00 pts.) Reception and impact

## Text Prompt

Weight: 50%

Objective: Reception and Impact

Details:

- Research and summarize how the game was received by critics and players. Include key reviews, ratings, and player feedback. Discuss any notable praise or criticism the game received.
- Analyze the game's impact on the gaming industry. Discuss how it may have influenced game design, trends, or inspired other games. Consider any lasting effects it has had on the industry.

#### Your Response:

After the release of Dark Souls it recieved immediate praise for it's difficulty as well as world building. It amassed a cult following and fueled the desire for more soulslike games by developers other than FromSoft.



Raved: 4/30/2025 9:30:31 PM

100%

# Task #2 ( 0.63 pts.) - Cultural Significance

## Text Prompt

Weight: 50%

Objective: Cultural Significance

Details:

- Examine the game's cultural significance and the legacy it has left behind. Discuss how the game has been remembered over time and its status in the gaming community.
- Describe the game's presence and representation in media, such as films, books, or online content.
   Discuss its role in fan communities and any influence it has had on broader cultural aspects, such as art, music, or social trends.

#### Your Response:

Dark Souls is very culturally significant for difficult games, creating the soulslike genre. Dark Souls is also culturally significant because of the memes its created and it's extensive lore.

8

Saved: 4/30/2025 10:19:11 PM

# Section #8: (1.25 pts.) Reflection



# Task #1 (0.63 pts.) - Describe your personal experience playing the

## ⇒ Text Prompt

Weight: 50%

Objective: Describe your personal experience playing the chosen game

#### Details:

- · Was it "fun"? What made it fun or not fun?
- · Is this genre/game-type aligned with personal interests?
- What made you pick this game? Was it a good choice?

#### Your Response:

Dark Souls is fun for me for many different reasons. The mechanics are very rewarding to master and getting past a hard boss/area feels great. I also really enjoy the art style and the lore is interesting to learn more about. This type of game aligns with my personal interests because I enjoy things that are both challenging but also visually pleasing and immersive.



Saved: 4/30/2025 9:39:39 PM



# Task #2 (0.63 pts.) - Assignment Reflection

# Text Prompt

Weight: 50%

Objective: Assignment Reflection

#### Details:

- What interesting or new "thing(s)" did you learn during your research and analysis?
- Did you find it was easy to come across the information you were looking for? What was your primary means of research/analysis?

#### Your Response:

I didn't necessarily learn anything new but my research did make me want to watch some more content

relating to Dark Souls. I found most information easy to find besides the engine that it runs on.



Saved: 4/30/2025 10:23:13 PM