Analysis of Mechanics

[Timur] [Kininbayev] ([xkinin00])

Title: *[Devil May Cry 3: Dante's Awakening]*

Released: *[2005]*

Author: *[Capcom (Hideaki Itsuno as lead game designer)]*

Primary Genre: *[Hack and slash, action]*

Secondary Genre: *[Platformer]*

Style: *[Stylized Gothic with Realistic Elements]*

Analysis

Reflection of Primary and Secondary Genres in Gameplay

Devil May Cry 3 is one of the brightest representatives of the genre, completely turning the industry of the noughties upside down, encouraging a lot of developers to study and copy the mechanics invented by Itsuno in order to achieve at least part of what this game provides.

The primary genre *(slasher/hack and slash)* is most reflected in the game, from the character movements to the depth of the mechanics. The game provides a wide variety of weapons, play styles, competent level design, variety of enemies, while maintaining balance, giving the player maximum freedom of action within a single battle.

The game also intelligently combines battles with a large number of enemies with single battles with bosses without changing the mechanics - all the skills that hone the player from battle to battle will be important in battles with bosses.

The main genre of the game is even more revealed in subsequent playthroughs, each of which increases the difficulty, changing the pattern of enemy behavior, their combinations, increasing the threshold of entry and the player's reward - the enjoyment of what is happening.

The secondary genre (platformer) is reflected in the verticality of the levels, competently entertaining the player both between battles, as well as being reflected within individual battles on individual levels, forcing the player to move intelligently, combining platforming and slasher skills.

Interaction Between Primary and Secondary Genres

The secondary genre in *Devil May Cry 3* effectively support and enhance the primary action-oriented gameplay. The **Platformer** components do not detract from the combat focus; instead, they complement it by adding layers of complexity to level design and enemy encounters. For instance, platforming sections often lead to vantage points that offer strategic advantages in battles, thereby integrating movement-based challenges with combat scenarios.

Style Supporting Gameplay

The visual style of the game competently complements both the implemented gameplay mechanics and the narrative component of the game.

The unbridled Japanese pathos mixed with the realistic-gothic environment makes the player associate himself with the protagonist, which in turn is reflected in the *scoring and style* mechanics - the game visually and narratively encourages the player to study the mechanics more deeply, to defeat opponents with style the way Dante does and the gameplay allows it.

In addition, the increasing difficulty of subsequent playthroughs completely changes the feel of the game, changing the pattern of enemy behavior, combinations and demands on the player, raising the threshold of entry, thereby increasing the potential reward of enjoying the experience