

MDA Assignment – Apex

- Game Description

For this assignment, I'm going to discuss the MDA structure of a famous FPS game right now – Apex. It is a battle-royale type First-Player Shooting (FPS) game produced by Respawn Entertainment, a shooting-game-focused game company which is a subsidiary of Electronic Arts and has produced the well-known Titan-Fall game series. One fact of Apex is that most of the modeling and design is from Titan-Fall series, including game engine, weapons and player movements. However, instead of a stand-alone game like Titan-Fall series, it has been designed as a multiplayer FPS game which focus mainly on battle-royale mode, which means 60 players will be grouped into 3 or 2 players, then be assigned into one server (map) and try to survive to the last and win the game. During the game, players have to find items like weapons or armors to enhance themselves and be prepared for the fight against other groups in the map.

- Aesthetics

As a multiplayer FPS video game, Apex is strongly competitive as players have to fight each other in order to obtain a better result, therefore it is **challenging**. The only goal for this game is to get a better result which the ultimate is to be the champion, the last team survives in a game. Therefore, all players in the game are hungry for victory, which tense the competition.

Also, since people could form a 3 or 2-player group for each play, it has the identity of **fellowship**. Players in the group must work together to figure out how to survive and be the last group in the game, which enhances relationships between each other.

Apart from the challenge and teamwork, the game gives players pleasure of experiencing gun fight and defeating others in the game, thus having the **sensational** excitement. In Apex,

the main style of play is fighting with guns; therefore, players can experience gun fight in the game, which is a good way to unleash their negative emotion during daily lives.

- *Dynamics*

- Challenge:

Like all the other FPS games, Apex requires players to aim precisely in order to be the better in the game; as a battle-royale game, it requires players to effectively manage their bag and carefully consider their playing strategy and tactics to achieve the champion, the winner of the game. This aesthetics motivates players to spend more time on Apex and make the game more attracting.

- Fellowship:

In Apex, Players in the group must collaborate with each other so that they wouldn't be beaten by the other groups. Usually, group members share the information they found when looking around or using their characters' skills to decide what to do next; group members also have to share resources like armors, med kits and ammos to make sure every member in the group have the ability to fight instead of hiding and waiting for the battle to end. This kind of fellowship strengthen relationship between friends or even families, therefore enhancing the level of fun for Apex.

- Sensation:

Every time players defeat others, they get the confidence that they are stronger and more powerful than those get defeated by them, which produces joy for players and attract players to play more. They also will be stimulated by the tensive atmosphere of hunting or being hunted by other teams, which provides players with pleasure of raising adrenaline.

- *Mechanics*

- Challenge:

As a competitive game, Respawn tries to make the game more and more fast-paced from the day of launch in order to make the game more challenging. By increasing the damage outside the safe zone, they increase the population density inside the safe zone so that more fights would happen due to limited space; the supply box which always contains good stuffs and lands randomly inside the safe zone attract players to get to the place and have fight there.

- Fellowship:

In order to emphasize team-working, Respawn gives each character (“legend”) different abilities and skills and limit each team to select different characters for team members in one game, which forces team members to actively use their skills to assist the team in surviving to the last. Also, the limited resources spread on the map results in more resource-sharing between teammates, therefore bonding teammates tighter.