**Star Wars Jedi Fallen Order Review**

Few years ago the CEO of Electronic Art(EA) Andrew Wilson said that the single player games is the symbol of the past. a few months later in E3 they presented the Star Wars Jedi Fallen Order single player game which brought a lot of more people whos interested in it then new Fifa, Battlefield or Need for Speed. In fact the game was created by Respawn entertainment, whos didn’t have real experience with single player game. I was afraid but I believe in their job and after one month of release I bought the game, which normally I waiting like 5 or 6 months.

Let’s start with story which is quite nice but have problems. I love the game where story is not simple, where characters have own problems and can be true as a person. Cal Kestis is a hero with problems, but so simple so clearly. We saw that in many movies, books, games and even in Star wars universe we have characters with that problem. He has his moments, when you realize that how good Cal is as a Jedi but there is not many moments. Main story concrete about find holocron where is crypted message about children sensitive on force and rebuilding title fallen order. We will travel in different planets to collect clues and solve mystery of holocron. On our path we will meet the executors and second sister who fighting against us. One character I realy think is good is Second sister who have her own story and isn’t boring and predictable.

Star Wars Jedi Fallen Order is SoulsLike and metroidvania, and small part of Uncharted and Tomb Raider. Let’s start with the fight because you will do it a lot. On a start you have only a few attack: fast attack, and hard attack. further you will get more and more abilities and chance to personalize your style of fight. I focused mostly on force and fighting by sword and here what I thinking. The sword talents is more useful then force talents because first really can provide you new combos and abilities, and second will give you only a passive abilities, like more force to use or longest affect of abilities.There is a third tree and is focus on survival: more health, more health regeneration. That tree is like, you must go there to survive longer but you won’t have big benefits. So now let’s take our sword and kill enemies. As in SoulsLike the sens of fight is recognize abilities of your enemies and adapt to them. In mostly fight animations are cleary and you understand what to do but there are few where you don’t know where to run and it not only on trash, but on bosses, where one attack can kill you without problems. Bosses, let’s talk some about them. Story bosses are few and only one of them is boring because she doesn't have her own story to tell but have quite nice mechanics on fight. Other are great. They have own story and interesting mechanics. But it’s still only about main bosses in game. Let’s see about minors. There are the bigger version of enemies you see normally. Big disappointed but if we understand budget for the game, I can understand that move.

After killing bosses and trash let’s see how looks exploration in game. We have five planets to discovery. Game is metroidvania so we will return to planets we discovered to do it again. But there is big problem. You will return only for cosmetics. It isn’t how metroidvania works. You must back to go forward. But there is only a one moment in game like that. I’m not saying that works bad but don’t works how it should be. On your way you will see many beautiful views. Giant tree, battlefield or stone temple. All of that is amazing and artist from Respawn Entertainment done well.

If we are in Graphic let’s talk about game engine. In it we have Unreal Engine 4 and it worth it. Game looks amazing in macro and in micro. Face animation, How enemies react on your attack, sounds. Everything looks good and giving you a climate of universe. There is another thing why it’s Unreal Engine. Optimization is good. It’s very good. If I must compere it’s on same, or a little bit lower, then DOOM Eternal.

On all I can give Star Wars Jedi Fallen Order nine out of ten. It was a game where I believed in Respawn and realized how good developers are. Games have problems, problems which they aren’t unseen but all experience is very good and the game is worth nine out of ten.