Introduction:

[undertale heart flies across the screen accompanied by a nice perfectly cut scream]

Me, I guess: UNDERTALE!

[show undertale logo]

It is a game that is about monsters

[show some monsters]

and… a talking flower?

[shows Flowey]

Brief Introduction about the game:

Yeah, this game is very weird, but it does have its charm and humour.

[show off the date part of the pacifist route, then to sans in Grillby’s asking about the player’s opinion on papyrus]

The scenes previously shown relate to each and show the game’s charm and humour.

Gameplay:

Undertale is a critically acclaimed indie RPG or Role-Playing Game released in 2015 made by American game developer Toby Fox.

[show picture of Toby Fox]

Undertale changes up the formula of the genre and breaks away from the traditions with its unique combat system.

[show the combat for the pacifist route]

The game is also known for its memorable character and branching story paths. The monsters in the game don’t regenerate at all, and the game makes a point to emphasise that fact to the player.

[show the save screen and the “but no monsters came” screen in the genocide route]

The boss fights with some of the characters found in this game’s story, that a player may encounter, differ between the story routes that can be played through.

[highlight the bosses of the different routes of the game]

There are other notable gameplay differences between the game routes like atmosphere changes and NPC interactions or lack of interaction. Like in the first town of the game you visit.

[show differences between pacifist route and genocide route Snowdins]

Narrative:

These changes are caused by the player’s choices within the game. The player will be able to explore the themes of morality, redemption and the consequences of violence within the story as you explore the game routes and endings. The game makes the point that you are responsible for your actions throughout.

[show the player character]

This is the player character that has been shown throughout the gameplay within this analysis, and the player character’s official name is revealed at the end of the pacifist route.

Characters and narrative pt2:

The player character is a human child whose gender is ambiguous so anyone can embed themselves within the role of the character. The other characters are all monsters and are very unique and interesting. Notable characters include the final bosses previously shown and other monsters like Papyrus, brother of Sans the skeleton, who is currently being shown,

[show papyrus]

The monster kid, who looks up to Undyne the fish monster in armour,

[show the monster kid]

Alphys, the dinosaur scientist

[show Alphys]

and the Temmies from the temmie village.

[show tem who is allergic to tem]

All of the characters, even the joke ones, have distinct personalities and backstories. These characters are very memorable and they make the player want to play the game multiple times. The characters also play different roles in the story paths as they “react” to what you do within the game.

Music:

The soundtrack of Undertale was composed by Toby Fox. He composed all of the soundtrack himself. The tracks are a fan-favourite because of how memorable, distinct and dynamic they are and the soundtrack is often noted as one of the best video game soundtracks of all time. The music is designed to complement the gameplay, narration and the characters. For example, the character Sans has an upbeat and relaxed track for his overworld theme, whenever he appears, however, when you are in the boss battle against him in the genocide route, the track for the boss fight is very dramatic and aggressive as it exaggerates the intensity of the situation and the emotion of the character at the present moment.

Reception:

The overall reception of the game is mainly positive and critics praise the game for its unique gameplay mechanics, narrative and characters. The game, even over 7 years after its initial release, has developed a large fanbase and a massive cult following and it has become a popular source of internet memes and fanart and has cemented itself in the eye of the internet for many years to come.

Conclusion:

Undertale is a game that any fan of RPGs must play, as it has a unique gameplay experience, engaging story, memorable characters, funny moments and a fantastic soundtrack. The branching story narratives and multiple endings encourage players to play through the game again. The Easter eggs in the game also add replay value and adds to the overall experience.

At the end of the day, Undertale is just a metaphor for the American Dream with the freedom to choose your path. Good night and God bless, America.

[play the star-spangled banner with a waving American flag video, then “just kidding” over the flag]