

Game - The Legend of Zelda: Breath of the Wild

Gameplay Trailer Link: [The Legend of Zelda: Breath of the Wild - New Gameplay Trailer - YouTube](#)

Store Page Link: [The Legend of Zelda™: Breath of the Wild for Nintendo Switch - Nintendo Official Site](#)

DLC, version, and more:

The game features several add-ons (DLC), including "The Master Trials" and "The Champions' Ballad," expanding the main storyline and introducing new challenges.

Selected Mechanic:

Interaction with the environment through a physical model of natural objects (e.g., the movement of grass, trees, and objects in the game world).

Mechanic Description:

This mechanic allows players to interact with physical objects in the Breath of the Wild world. For example, players can ignite grass to create a lasting fire, throw rocks to damage enemies, or use trees to cross rivers.

Examples of the Mechanic in Other Games:

1. Red Dead Redemption 2: Players can interact with various objects in the world, such as grass and trees, to hide from enemies or create strategic situations.
2. Far Cry 5: Physical interaction with the environment, where players can use various objects (such as bushes or water bodies) for tactical cover during combat.

| Name | Description | Application Area |
|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Interaction with the Environment | The player can interact with physical objects, such as grass and trees. This opens up opportunities for creative solutions in problem-solving and combat actions. | It can impact aspects such as combat tactics, task completion, and the overall freedom of the player in the game world. |
| Grass Movement | The grass reacts to the player's or other objects' influence, rising when stepped on or passed by. | <ul style="list-style-type: none">• Creating visual and auditory effects when the character or other objects move.• Using grass as cues for the player. |
| Interaction with Trees | Trees react to external influences, swaying in the wind or under the influence of physical forces, such as hits or explosions. | <ul style="list-style-type: none">• Creating a realistic atmosphere in the game world.• Interacting with trees in battles, such as using them for cover or strategically |

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| | | exploding a tree. |
| Reaction of Objects in the World | Various objects (rocks, boxes, etc.) can react to physical influences, rolling, tumbling, or colliding with each other. | <ul style="list-style-type: none"> • Solving puzzles based on the movement and interaction of objects. • Using objects in battles or to create temporary barriers. |

Entities Involved. Additional Task*

| Name | Description | Application Area |
|-----------------------|------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Grass | A plant that responds to the movement of the player or objects, rising when stepped on or passed by. | <ul style="list-style-type: none"> • Creating visual and auditory effects during movement. • Using grass as indicators of direction or cues. |
| Tree | Tall plant responsive to physical influences, for example, swaying in the wind or vibrations. | <ul style="list-style-type: none"> • Creating a realistic atmosphere in the game world. • Using trees in tactical battles for cover or visual elements. |
| Entities in the World | Various items (rocks, boxes, etc.) reacting to physical influences, such as rolling or colliding. | <ul style="list-style-type: none"> • Solving puzzles based on the movement and interaction of objects. • Using objects in battles to create temporary barriers or obstacles. |