

## Rami Wail Shoula: Task 1 (Report 1 & 2)

I- Task 1 Report: Comparison between 3 games

A- Metal Gear Solid 1 (My favorite game franchise)



- Metal Gear Solid (MGS1) is a stealth action video-game directed by Hideo Kojima released in 1987.
- The camera view is third-person slowly changes its angle to give the player the best strategic view of the area possible, and an on-screen radar, which displays enemy personnel and their field of vision. It utilizes an overhead perspective like the original 2D Metal Gear games. The player can also use the first-person view while remaining idle to look around Snake's surroundings and see what's ahead of him.
- The pace of the game is generally slow at the main objective it to utilize stealth mechanics while sneaking around guards and enemies to reach the main objective. However, the player may also choose to go all-out and play aggressively, in this case the player must be assertive and make quick decisions. Moreover, boss fights may also be played either at a fast or balanced pace. This same approach of dynamic AI and adapting the gameplay and pace to the player's approach is seen in other entries in the series all the way to MGS5 in which the player may play the same mission over multiple hours or in some cases just 10 – 20 min. Therefore, both story and gameplay can be either slow-paced or fast-paced depending on the player's approach and playstyle ^^.

- MGS is a single player game, also most entries in the series are also single player as it focused on developing a unique single-player experience. On the other hand, some entries include(d) a Metal gear online (MGO) addition which allows for online or local play as seen in MGS3, 4, & 5. Also MGS5 has a FOB addition that allows an enemy player to infiltrate your forward operating base and vice-versa.
- Metal Gear Solid is a continuation of the Metal Gear franchise created by Hideo Kojima that spanned over 30 years (Metal Gear, 1987; Metal Gear 2: Solid Snake, 1990; Metal Gear Solid, 1998; Metal Gear Solid 2: Sons of Liberty, 2001; Metal Gear Solid 3: Snake Eater, 2004; Metal Gear Solid 4: Guns of the Patriots, 2008; Metal Gear Solid: Ground Zeroes, 2014; Metal Gear Solid V: The Phantom Pain, 2015) in addition to various spinoffs, remakes, and alternate games (revengeance).

#### B- Devil May Cry V



- DMCV is a 2019 action-adventure game developed and published by Capcom with a hack n slash gameplay style. It is single player.
- The camera angle is a realistic third-person view and was won the 2020 NAVGTR Award for Camera Direction in a Game Engine.
- The game is extremely fast paced focusing on fast-paced "stylish action" and awards the player with a stylish system grade such as D for dismal (Lowest) or SSS for Smokin' Sexy Style (Highest)

- DMC Release timeline:

Release timeline	
2001	<i>Devil May Cry</i>
2002	
2003	<i>Devil May Cry 2</i>
2004	
2005	<i>Devil May Cry 3: Dante's Awakening</i>
2006–2007	
2008	<i>Devil May Cry 4 (Special Edition)</i>
2009–2011	
2012	<i>Devil May Cry HD Collection</i>
2013	<i>DmC: Devil May Cry</i>
2014–2017	
2018	<i>Devil May Cry HD Collection (PS4, Xbox One, PC)</i>
2019	<i>Devil May Cry 5</i>

## C- Blair Witch



- Blair Witch is a 2019 survival horror video game developed by Bloober Team based on the Blair Witch series of horror films.
- The game focuses on survival horror mechanics and stealth and is played from a first-person perspective.

- The game is slow to medium paced however it incorporates horror cutscenes and visuals which may make the player feel uncomfortable and make the pace 'feel' faster than it actually is (a wonderful perk of the horror genre in general).
- It had mixed reviews but was nominated for "Xbox Game of the Year" at the 2019 Golden Joystick Awards, and for "Use of Sound, New IP" at the NAVGTR Awards.

## II- Task 2 Report:

### A- Combining the 3 games:

Generally, I believe combining these three genres would be a wonderful project as they vary greatly in storytelling method, gameplay, and visuals. The merged game would most probably be a stealth action-adventure game with elements from the survival horror scope as well! Therefore, The player will be encouraged to use stealth elements wherever possible and will have to go on a quest to find something/someone while avoiding overpowered enemies. I believe such a game should be played in first person view to immerse the player in the (open world) horror environment however I prefer third person so I would make the 1<sup>st</sup> person view optional (unlockable in 2<sup>nd</sup> playthrough) with certain locations that can only be accessed in either 3<sup>rd</sup> or 1<sup>st</sup> person (such as narrow alley ways or forests etc.. ). A demonic presence as in DMC or BW will be present throughout the game. As the player progresses, he will get access to weapons and items that allow of a hack n slash style like DMC for battles and even gaining survival elements. Similar games would be Minecraft as it is an adventure survival game that incorporates some horror mechanics as well as 'The evil within' and 'Death stranding' in their own perspectives. Also, the game style and visuals may be similar to Alan wake games, control or other horror survival/stealth games (The long dark etc. ).

### Reference & further reading

- 1- George Skaff Elias, Richard Garfield, and K. Robert Gutschera. 2012. Characteristics of Games. The MIT Press.
- 2- [https://metalgear.fandom.com/wiki/Metal\\_Gear\\_Solid](https://metalgear.fandom.com/wiki/Metal_Gear_Solid)
- 3- <https://devilmaycry.fandom.com/wiki/V#Development>

4- [https://blairwitch.fandom.com/wiki/Blair\\_Witch](https://blairwitch.fandom.com/wiki/Blair_Witch)