

Analysis of Mechanics

[Name] [Surname] ([Login])

Title: *[Moonlighter]*

Released: *[2018]*

Author: *[Digital Sun]*

Primary Genre: *[Action RPG, Roguelike]*

Secondary Genre: *[Store simulator]*

Style: *[Pixel art]*

Analysis

Moonlighter is an action RPG that was released in 2018 by a studio called Digital Sun. It's a 2D game with a top down view. I played this game 2 years ago and I fell in love with it. It combines mechanics that I thought were uncombinable. And it combines them so well.

Primary Genre

Primary genre is Action RPG/Roguelike. You play as character from small town that has series of dungeons on its outskirts. On day you enter the dungeon. Dungeons are randomly generated from pre-created pieces of rooms. One dungeon is split into 3 section, each section has boss. Once you enter the dungeon you can leave it in one of these ways.

1. You can die - but you are gonna lost items that you have collected in the dungeon
2. You can use a pendant - it costs money, amount depends on how far you are in the dungeon. But you can keep all of your items.
3. You can beat the final boss - no money cost, you keep all items.

Killing enemies drops loot. Some items have these modifiers on them, which modify what the item is going to do if you leave the dungeon. For example some items can destroy items on one of their sides after leaving the dungeon or they can become a copy of that item. This creates sort of like a mini inventory game where you try your best to keep the most valued items.

Secondary Genre

Once you leave the dungeon (hopefully with lots of valued items) you come home to your small shop. You place your items on shopping shelves and set some price for it. Next day in the morning you can open your shop. Customers start coming to your shop and they look at the items. They show their emotions with speech bubbles. So you know if they consider the price to be cheap/pricey/adequate. You do this day after day. You learn what price is the best for what item. You make a fortune - upgrade your gear - go back into the dungeon - and repeat all over again.

Conclusion

Moonlighter is one of the best games I have played. I love the roguelike-shop simulator and the pixel art style is so lovely. I would recommend everyone to play it.