

Analysis of Mechanics

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Title: The Sims 4

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Author: Maxis

Primary Genre: Life simulation

Secondary Genre: Virtual world building

Style: Semi-Realistic

Analysis

Primary Genre Analysis

The primary genre of The Sims 4 is life (social) simulation. In this game, a player creates virtual people, called Sims, and chooses their appearance, character traits, aspirations, and others. He plays its everyday lives, giving them actions to perform by interacting with the whole virtual world. Sims are, by default, social people, so socializing and making new connections is a huge part of this game. Then, finding a partner, being successful in a career, raising kids, going to university, and having a farm are just a few examples of what you can experience in the game. Sims can also gain skills using certain items. Every Sims has needs, including bladder, hunger, energy, fun, social, and hygiene. However, no specific goal should be achieved, so one can simply let their Sims die. I would say refilling and decreasing needs is pretty accurate according to a performed activity. In my opinion, the disadvantage of the life experience mode is that only a small radius around can be seen, and it is not possible to play as other Sims on another lot, compared to The Sims 3, where it is allowed to move through the whole world. Also, traveling by car is missing in The Sims 4, which takes away the reality feel.

Secondary Genre Analysis

A big part of The Sims 4 is building mode aimed at creating a world or improving it according to the player's preferences. Although the world's layout cannot be changed, which is, in my opinion, a disadvantage, each lot can be changed. Not only can a player create houses for Sims, but he can redo all establishments or add new ones. There are many decorative items, so a player can really take his time decorating. There are a lot of skill-improving, mood-changing, learning, and time-consuming items and also tools for terrain changing and landscaping.

Style Analysis

The Sims 4 seems to be a realistic game at first, judging by Sims's needs and feelings, which are human-like. They can go through life events, like birthdays, weddings, parties, and so on, similar to real humans. The primary focus of the game is the player and his enjoyment. So there are a lot of things he can explore and try. The graphic is not hyper-realistic and you cannot play it in first-person mode. Because of that, I would consider The Sims 4 to be a semi-realistic game. The game also includes mystic creatures, which disturb the realistic base.