

Analysis of Mechanics

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Title: *[Fallout: New Vegas]*

Released: *[2010]*

Author: *[Obsidian Entertainment]*

Primary Genre: *[RPG]*

Secondary Genre: *[FPS, Open World, Adventure, Survival]*

Style: *[realistic, bleak, post-apocalyptic atompunk]*

Analysis

Gameplay

The core gameplay loop follows this formula : exploring → entering a point of interest → talking to characters in the POI → accepting a quest → spending your items/using your skills and perks to solve the quest(kill, sneak, talk, find etc.) → getting xp and items as a reward (making your character stronger).

Quests

Quests involve multiple ways of solving them and have different results. Almost every quest can be failed or ignored. This adds to the control player has over what their character is going to be like and makes players come back to find different outcomes, thus increasing replayability. They often make the player pass through a location where at least one other quest starts, naturally leading the player.

RPG elements

The character becomes stronger and gains more options through leveling. Upon reaching a new level the player can choose which skills to increase(barter, lockpick, guns, medicine...). Skills are stats that improve your character(barter - discount at traders, medicine - healing, lockpick - pick harder locks, guns - damage) . They are also used for skill checks, which can come up during dialogue or actions. Perks are obtained every other levelup(2,4,6), and shape the way your character plays. Some of them also bring negatives along with positives. For example Fast Shot causes you to shoot faster, but you lose accuracy.

Subgenres and style

Open world : since the world is full of secrets and interesting locations, it does not feel empty or monotonous, it lets player decide where they want to continue with their exploration.

Adventure : The world is filled with characters you can talk to, you also receive quests from them and after completing them you get a reward. The player can speak to characters to find out more about the world and lore. This makes the world more believable and immersive.

FPS : It is not the main focus of this game. You can aim and shoot. Your accuracy is influenced by your perks and guns skill. There is a large variety of weapons and for almost every single there is a unique variant. Guns feel very similar though. The first person perspective allows for more immersion.

Style : The art style does actually play into the gameplay, for example transistors were never made smaller → electronics are big → large pip-boy on your hand, which acts as inventory/questlog/etc. It was chosen because of 1950's western propaganda, which fits into the games satirical themes.