

Analysis of Mechanics

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Title: God of War: Ragnarök

Released: November 9, 2022

Author: Santa Monica Studio / Sony Interactive Entertainment

Primary Genre: Action-Adventure

Secondary Genre: Hack-and-Slash, Role-Playing Game (RPG)

Style: Realistic with cinematic visuals and atmospheric sound

Analysis

God of War: Ragnarök is primarily an **action-adventure** game. This is evident from its focus on exploration, solving puzzles, and advancing through a rich narrative set in the Nine Realms. The level design encourages curiosity, as players uncover secrets and progress through both small-scale puzzles and grand mythological tales.

The **hack-and-slash** secondary genre drives its dynamic combat. Swinging the Leviathan Axe or Blades of Chaos feels powerful and responsive, offering brutal yet satisfying fights. Alongside this, the **RPG mechanics** enhance the experience by introducing skill trees, customizable gear, and stat upgrades, allowing players to tailor Kratos' abilities and equipment to their preferences.

These genres work in harmony, as the hack-and-slash mechanics ensure moment-to-moment combat stays exciting, while the RPG systems add depth and reward exploration. Together, they support the core action-adventure experience, making the gameplay balanced and engaging. Additionally, the game features a **New Game+** mode, which significantly extends its replayability. In this mode, players retain their progress, gear, and upgrades from the initial playthrough, facing stronger enemies and gaining access to new challenges. Replaying the game is also rewarding because many story elements, subtle details, and environmental clues become much clearer during a second playthrough, offering a deeper understanding and appreciation of the narrative and world-building.

The game's **style** is key to its impact. Realistic visuals and cinematic presentation bring Norse mythology to life, while the detailed environments, character animations, and orchestral soundtrack create a rich and immersive experience.

Finally, the **Valhalla DLC** adds a nostalgic twist by revisiting Kratos' younger, rage-driven self from earlier games. It's a well-crafted expansion that connects the new with the old, inspiring me to revisit classic titles like *God of War 2* and *Ghost of Sparta*.

In conclusion, God of War: Ragnarök combines its genres and style effectively, delivering a polished and captivating experience. With its carefully crafted gameplay loop, memorable visuals, and features like **New Game+** and the expansive DLC, it offers a rich and rewarding experience for players, making it an unforgettable adventure worth revisiting.