

Game observation

The Sims 4

The Sims 4 is simulation game that allows create and control virtual people („Sims“).

- Building mode
 - Constructing and designing homes for their Sims
 - Customizing the layout
- Character creating
 - Changing appearance
 - Personality attributes
- Emotion-based gameplay
 - Interaction with other sims
 - Open world (only in The Sims 3, the previous version)

The whole franchise of The Sims has always been a constant thing throughout my life – from my childhood to to the present. It’s one of the few games that has consistently drawn me back, even when I thought I had tried every possible scenario. Why is it so?

Some may say it’s because of the variability of extensions. Who wouldn’t want to have their own pet? Or being able to do witchcraft? Or do laundry? (Well, maybe not that last one..) However, I disagree. While the desire to add more excitement to the game through plugins is appealing to players, I believe it's the creative freedom, within its limits, that makes it enjoyable even for experienced players of action games.

I witnessed numerous changes in all versions: I began playing The Sims 2 as a child, and now i often find myself procrastinating with The Sims 4. The game added more building tools, character looks or even species (for example vampires, witches and much more). The game has introduced more building tools, diverse character appearances, and additional species (such as vampires, witches, and more). I am undoubtedly the target audience, as I thoroughly enjoy escaping this reality into this customizable virtual world.