Game design observation

Game design could be thought as of three points and elements:

1. Gameplay – interaction between the player and the system/mechanics
2. Mechanics and systems – rules in the game, objects
3. Player experience

For this game design observation i decided to choose a game that i will be observing with the three elements that I wrote. (mostly Gameplay which is a huge and very well made part of this game) I chose to make an observation of the named Read Dead Redemtion 2 (RDR2) I chose this game because i am currently playing it so i have a fresh memory with the mechanics and gameplay. I laso think that it´s the best game I have ever played.

Read Dead Redemtion 2

Gameplay – RDR2 is a western themed action- adventure game. Playable from the 1. and 3. pov. Most players use the thirt person pov. The game is set in an open world environment. The place of the game is set in USA in 1899. There is also a version for online multiplayer called Read dead redemtion online. RDR2 is the second game in a series of *Read dead.*

The platforms for this game are Playstation 4, Xbox One and Windows (pc platform added in November 5,2019)

For the most part of the game a player controls a character Arthur Morgan, outlaw from the Van der Linde gang. For the epilogue a player controls an outlaw John Marston who is the main character in Read Dead Redemtion 1.

From the second chapter a player is able to roam freely through the open world and can choose when to do missions. There are also side quests, that player can play in a limited time (chapters).

A player has health and stamina bars, including cores, that affect the rate in which the bars and stamina regenerate and drain. It´s also affected by cold and warm places in the world, where player can prevent cores draining by adding clothes in cold weather and having less clothes in warm places. Health and stamina bars are affected by food and drinks that character eats and drinks. Lately in the game the bars and cores are havily affected by a health state of the character Arthur Morgan.

There is also a very clever and very useful thing called The dead eye, which can slow down the targets and made them easily killed. I consider this as a very OP function, which is a usefull tool for a players with a bad aim (such as me :D)

Using a different kind of weapons has a different outcome for damage depending on a type of weapon. There are revolvers, semi pistols, repeaters, bows and even dynamics, fire bottles, throwing knives, tomahawks.

A very important part of this game is The Honor level. Some decisions are affected by honor level of the character. A player can interact with NPC and can choose some actions. The way they choose affects their honor level, that can change some scenes and dialogues in the game. Some scenes in the main story are different depending on the honor level. But those are still not a big changes and character and the story improves in the same way and the ending, even though it has four different ending scenes depending on an honor level, it still has the same outcome.

Mechanics – This game was developed by Rockstar Studios and published by Rockstar Games. The game has a RAGE engine (Rockstar Advanced Game Engine). Which is developed by RAGE Technology Group. This engine is used to develope advanced open world games.

Player experience – I as a player was very moved by this game. I rate it as the best game I have ever played and that is because of the absolute crazy inpact that has on a player. This game has a very advanced and complex world, amazing graphics and superb storytelling with a very well written main character Arthur Morgan. It´s a very beautiful and sad story at the same time, about a man who was afraid to die a bad man. I was really moved by this game and i still am. I am sure that I want to play this game again, because it has a lot of easter eggs and hidden scenes that i did not see and found yet. In a players comunity it´s a very popular game and i don´t know a player that doesn´t like this game.

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