

Game design observation

Monster Hunter World is boss battle multiplayer ARPG with deep mechanics and an overarching progression system

MHW

- **boss battle**
 - every hunt ends with finding and killing giant monster
- **multiplayer**
 - playing solo is possible, but not as fun
- **ARPG**
 - game has 14 weapons with different movesets and 7 armor pieces all with different stats and abilities, enabling players to create variety of builds
- **deep mechanics**
 - there is a lot of different interaction possibilities in most aspects of the game
- **overarching progression system**
 - players can progress between hunts, by crafting new gear and in general by increasing their knowledge about monsters and environments

After investing over 200 hours into Monster Hunter World, I observed a very addictive gameplay loop of preparing to fight, finding a monster and then fighting it. The fun of successfully slaying it with teamwork or even losing the fight together does it for me. I enjoy experimenting with different weapons and armor sets. However, the amount of grind I have to do for these experiments is almost too much.

The game's world is beautifully crafted, with each locale offering a unique hunting experience. Some monsters reuse models and some moves, but they always introduce something new. The attention to detail in the monster design, animations, and ecosystem interactions creates an interesting world where I can spend time outside without actually leaving my home.