

# Game Observation Document

## Baldur's Gate 3

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Baldur's Gate 3 is a Dungeons and Dragons like RPG game. This game is very unique mainly because of its Dungeons and Dragons mechanics. It's very hard to replicate or rather incorporate these mechanics into a game, but Larian Studios did an amazing job doing so.

RPG is a very fitting label for this game. The creation of your character is very broad and detailed. You can truly choose from multiple options and create your own character, whom you'll be playing as for the next 150+ hours.

After about 100 hours of gameplay I can say that Baldur's Gate 3 has a very interesting and engaging gameplay loop. I explored, stumbled upon some enemies/trouble/rescue missions, dealt with the problem and picked more side quest or main quest.

I got truly lost in the gameplay, the game is even more fun if you play it with someone, you can explore and make choices together as a team, or each player can go to their own quest or conversation. There are tons of NPCs, you can communicate with nearly anyone you meet on your journey and you never know which conversation will lead to something important.

The game is separated into three acts, I felt a slight difficulty spike in the third act. I found myself reloading the game multiple (hundreds) of times. I am currently still playing the third act, but I feel like the story regressed as well, I would maybe choose a different story progression for act 3, because after the second act, I felt as though I was nearly finished with my enemies and wanted to fight the main boss of the game just because I felt like the story needed it. But instead I found myself buried in side quest and I lost track of the main story.

With all that being said, Baldur's Gate 3 is a fantastic one of a kind game and I will surely spend another 100+ hours playing it.