

Nintendo Switch Game Analysis:

- A. Name of the game:

Octopath Traveler

- B. Write down a summary of what the game is about:

This game is about completing all eight stories in whatever fashion you wish. There are eight different characters you meet during your story and each one has a different story and objective.

- C. Describe what the player does in the game:

At the start of this game you choose one of eight characters. There are Olberic "the warrior", Cyrus "the scholar", Tressa "the merchant", Ophilia "the cleric", Primrose "the dancer", Alfyn "the apothecary", Therion "the thief" and H'aanit "the hunter". The first letter of each character's name spells out octopath. After you select your character you will be introduced to his/her story arch and you will then complete their first chapter after completing their first chapter you are free to go anywhere. Each of the other seven characters are around the world with their own story to complete and when you find them and complete their first chapter they will join you as you continue to whosever's story you are most interested in.

- D. If the game includes some kind of exploration activity describe how this is done:

As you explore through this beautiful eight-bit world you will illuminate different sections of your map that shows you where you are and what direction to go to, to get to the next town or cave where monsters hide.

If the game includes some kind of puzzle solving describe how the player solves puzzles:

This game has a very unique approach to puzzle solving. Each character has a different "path action" that you can use to complete quests. Sometimes you might need to steal something from someone and give it to someone else, or you might need to guide someone to a different city, or even provoke them into battle to get passed a door they are blocking.

- E. If the game includes some kind of combat describe how the combat system works:

This game has one of my favorite combat systems of any game I have played so far. The turn-based battles bring out the most strategic part of someone. Every turn all of your characters gain one bp/battle point. You can use these to power up your elemental attacks or attack up to

four times with your physical attacks. Every enemy has vulnerabilities and armor points. Things enemies that weak to say, spears will take more damage from spear attacks and they will lose one armor point every time they are hit with a spear attack. Once their armor points hit zero you will break them taking even more damage and lose the ability to attack for a few turns. Use each character's unique arsenal of weapons and spells to the best of your ability and beat your enemies into submission.

- F. If you can play this game with other players describe how multiple people can play the game at the same time:

N/A

- G. Was this a fun game to play? Why or why not.

This game was extremely fun to play and even though some enemies might take half an hour to defeat you are engaged the whole time with everchanging attacks and abilities coming your way.

- H. If you think that the game could be better, explain how you think it could be better:

N/A

- I. If you had problems when playing the game, what were the problems:

N/A