

Nintendo Switch Game Analysis:

- A. Name of the game:

Super Mario Odyssey

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

This game is about rescuing princess Peach from Bowser.

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

In this game you travel from kingdom to kingdom trying to stop Bowser and foil his wedding with Princess Peach. With the help of your hat named Cappy you gather power moons to power your ship.

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

As the game goes on and you gather more power moons you will gain access to different kingdoms such as the Lake Kingdom or the Wooded Kingdom. Along with this you can unlock different sub-areas by completing puzzles.

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

In this game you can use the unique "capture" ability that Cappy has to become different animals or objects that will allow you progress, or access moons. Also, as you get more skilled with Cappy you can execute complex jumps that allow Mario to access previously unaccessible areas or even do things without capturing anything.

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

The combat in this game is more complex than most Mario games because the boss fights often require you capturing enemies to attack bosses other than just jumping on enemies' heads like in previous Mario games.

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

The two-player mode consists of one player being Mario and the second player being Cappy. This allows more options on how to throw Cappy. Other than that it is the same game but with two players.

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

This game was extremely fun and even after I beat the main story, I found myself going back and trying to find all the 999 moons in the game. Even after that I went and learned to speed run the game for extra enjoyment.

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