

The image is a screenshot of the title screen for the video game "The Legend of Zelda: Breath of the Wild". It features a lush, green landscape with rolling hills, a large stone statue of a horse on the left, and a sword (the Master Sword) standing upright in the center. In the background, there are blue mountains under a sky with soft, white clouds. The title text is overlaid on the scene.

THE LEGEND OF
ZELDA
BREATH OF THE WILD

ANALYSIS

INTRODUCTION

The world is **organic**. It is **living** by itself

Everything is **connected**

No fracture during change of gameplay

Everything **interact** with everything

It's easy to **lost yourself** , go to **attractive** points and another, and finally go back to your first objectif.

So why botw let the **impression** of a **true journey** and **freedom** for the player ?



SUMMARY

- ✦ THE 3C
- ✦ THE MECHANICS
- ✦ THE METRICS
- ✦ SIGNS AND FEEDBACK
- ✦ THE GAME FEEL





3C : CHARACTER



« Link » between game and player

New color : blue

BLUE VS ORANGE

/= GREEN VS PINK



You can see your equipment and armor



3C : CAMERA

3rd person camera

Moving camera is totally **independent** to moving Link

So you can :

See your character actual equipment and state

Do **easiest** shifting/**research**/ see just beside you/do fight with sword

Good for **exploration** : run straight and examine the surroundings around you





3C : CHANGE OF CAMERA



Shooting arrows:

3rd person camera over the shoulder

Easier to **aim**



The Telescope View:

First camera **zoom**

important for the **exploration** : help to see a **faraway interest point**

Related to the mechanic of disposing a **marker** on the map



3C : CONTROLS



A lot of **shortcuts** on the keys :
go in the inventory cut the flow

The keys of jump and run are on the **opposed** on the arrow->
no good choice counter intuitive and can be embarrassing





THE MECHANICS

Important Mechanics related to the player are generally **object** :

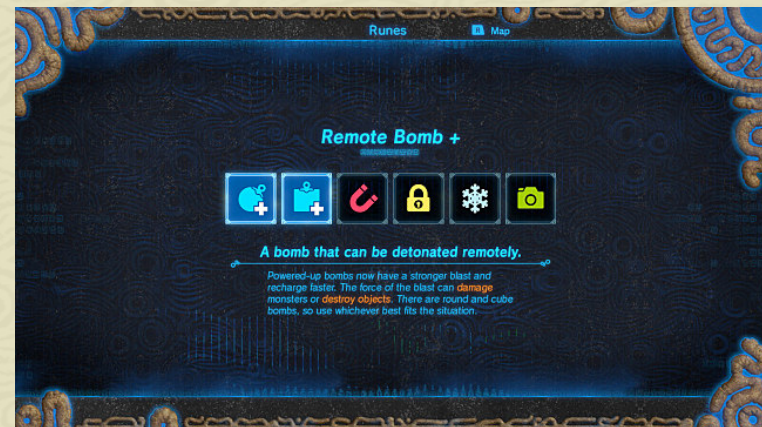
Paraglider

Modules of the **sheika slate**

Weapons

All in the game is justified by the lore

Signs and feedback use **affordance** and **logic** of object in the lore





THE MECHANICS

You can :

Run Jump
Climb Plane
Crouch
Look around
Carry weapons

Everywhere, all the time and **interact** with the mechanics related to the

System :

Openworld with ennemies, NPC and **weather**





THE MECHANICS

YES the game tell you at the first sentence :

1st mechanic is **OPEN YOUR EYES** (and your mind)

-> looking the environment and the **level design, lead** you



Actual Depiction of gamestop employees



For exemple **actived a tower** use all of the mechanics related to the player

BUT add **weather** and the fun start !



THE MECHANICS

Weather

Rain : almost impossible to climb

-> **bad**, cut the flow

Electricity more efficient

Can create **thunder**

Iron weapon attract electricity (hightstructure too)

You can use it at your advantage





THE MECHANICS



Wood weapons,
mechanics of environment
which can burn, **Fire**

Combine them with
interactivity and you create
Player **behavior** of



DESTROYING !!!!!



THE MECHANICS

Or **cooking** ...

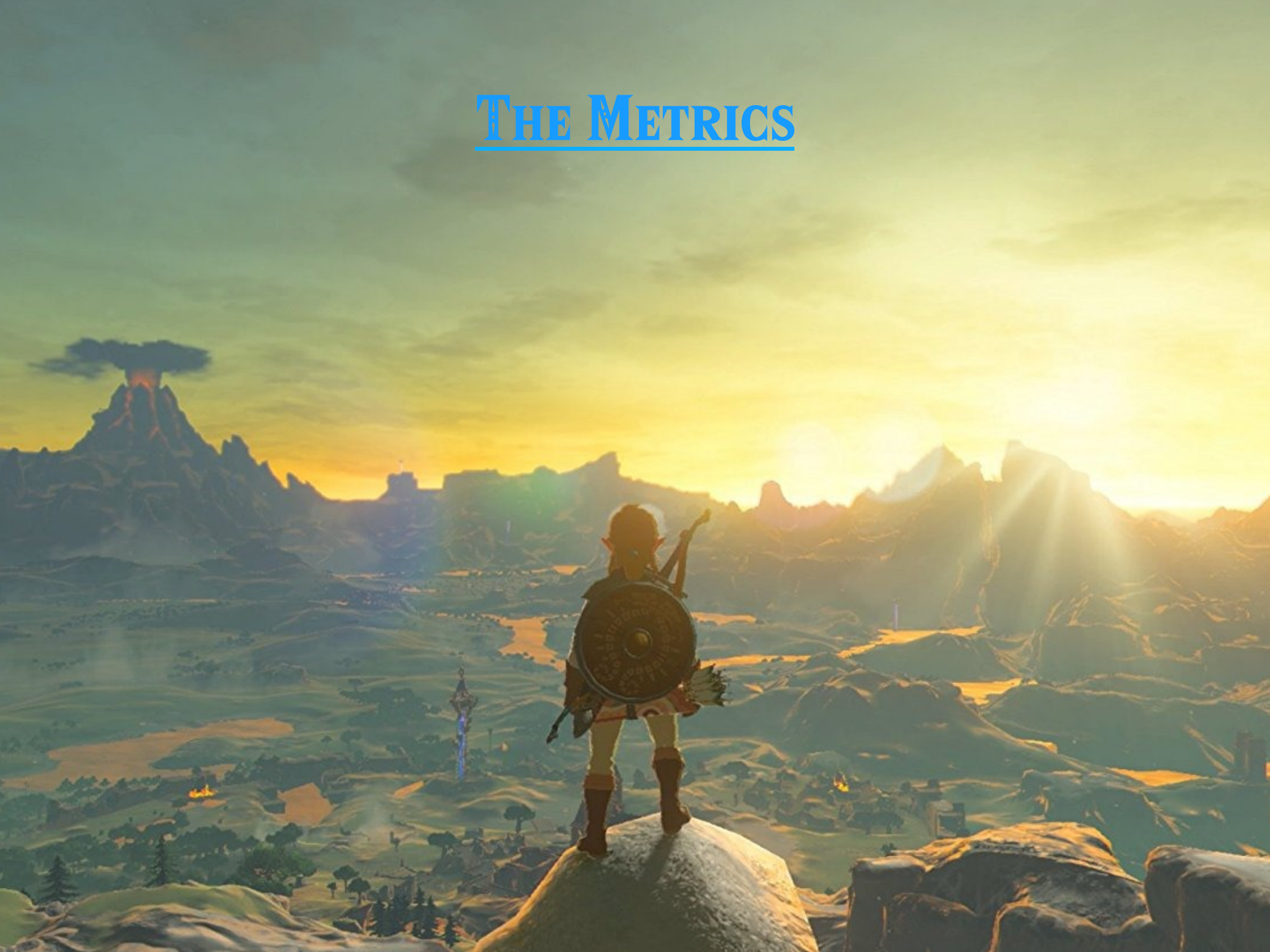
So in generally :

Trying every **mix**

Look for limite of **interactivity**



THE METRICS



	DAMAGES		DEFENCE	
	WEAPONS	BOWS	SHIELDS	ARMORS
MINIMUM	1	4	1	0
MAXIMUM	78	100	90	88



 MIN. 3
MAX. 30

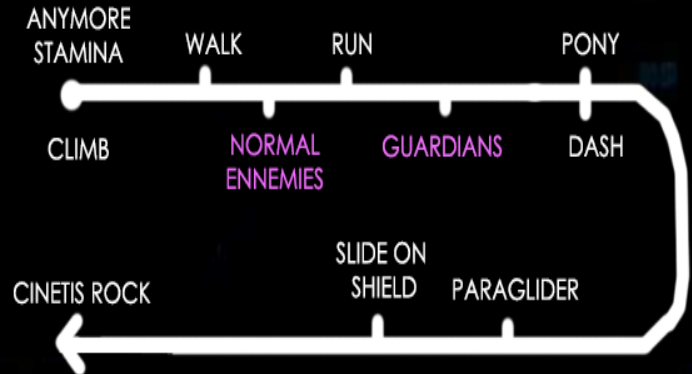
 MIN. 5
MAX. 15



GUARDIANS (1500 LIFE POINTS)

15 ♥ DAMAGE (0 DEF.)

4,5 ♥ DAMAGE (88 DEF.)





THE METRICS





THE SIGNS AND FEEDBACK

Complementary colour

-> create **association** in the player's head :

Pink = aggressive (Ganon)

Blue = to you

Orange = neutral/ can be explore

Lot of important **OCR**: use big **cinematics** and NPC to give sign/feedback





THE SIGNS AND FEEDBACK

<https://www.youtube.com/watch?v=CE8PS7r3IGM>



Video of gameplay, analysis of signs and feedback



THE GAME FEEL

Freedom

Easy to « quite the path »
Sensation of adventure,
discovering, wonderment

A **fresh** air of a **living world**



Feeling an **improvement**

At first game is **hard**
At end it's **easy**

Sensation of **mastering**



SOURCES



<http://www.supersoluce.com/soluce/legend-zelda-breath-wild/soluce-zelda-breath-wild>



<https://www.gamekult.com/jeux/the-legend-of-zelda-breath-of-the-wild-3050686401.html>



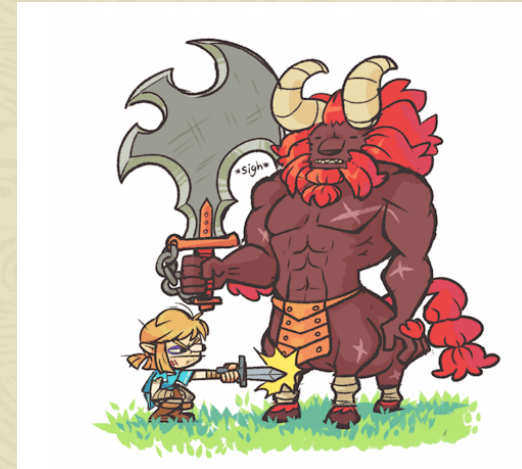
<http://www.jeuxvideo.com/avis/the-legend-of-zelda-breath-of-the-wild/478735-1-1>



<http://fr.ign.com/the-legend-of-zelda-breath-of-the-wild-switch/23471/feature/zelda-breath-of-the-wild-13-choses-a-faire-en-premier>



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THANK YOU FOR LISTENING

