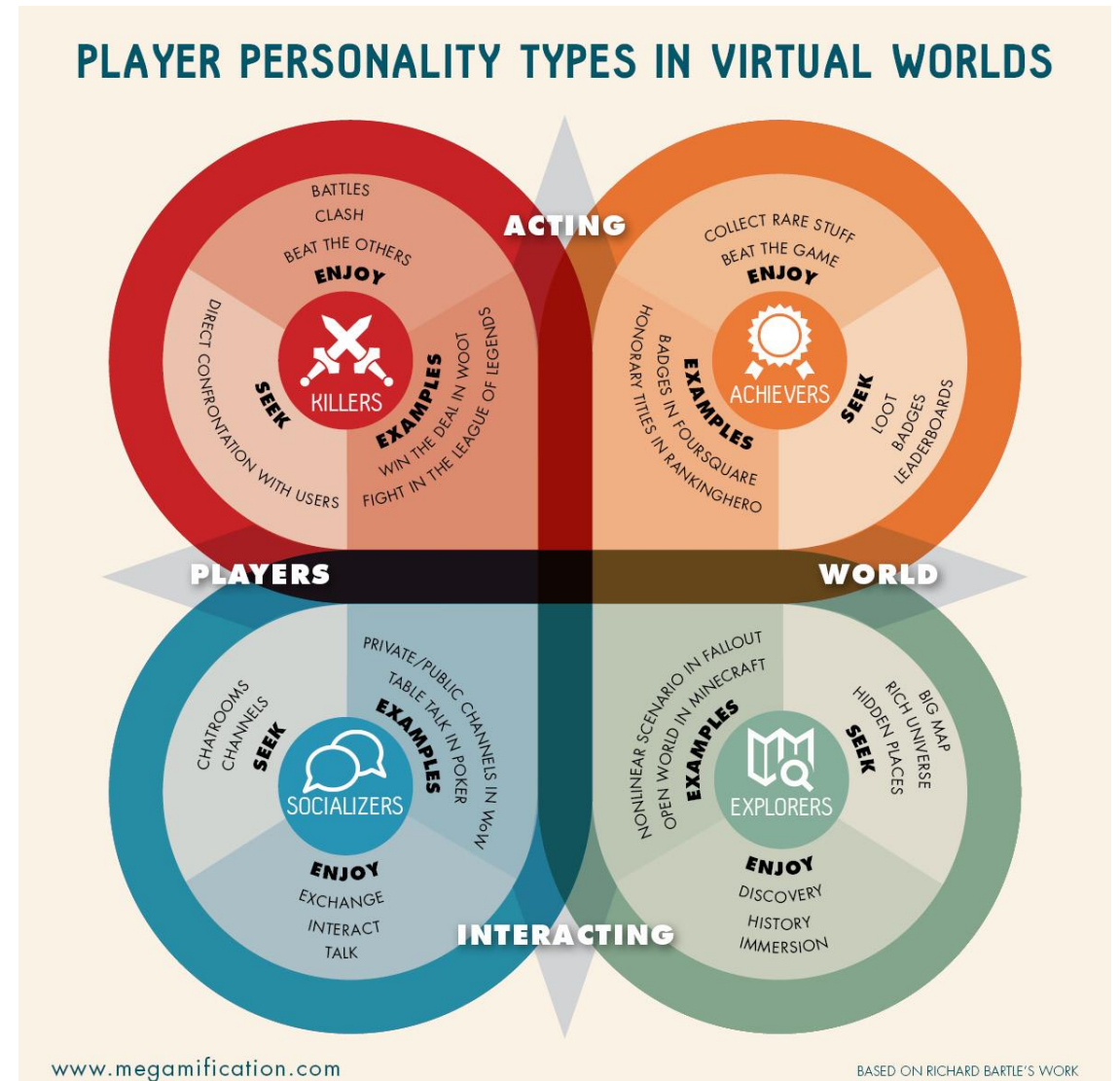# Analýza herných mechaník vybranej hry s ohľadom na typológiu a motiváciu hráča (Assassin's Creed IV: Black Flag – Single Player)

By Mykhailo Sharha

Analysis:

- Bartle's Taxonomy



PLAYER PERSONALITY TYPES IN VIRTUAL WORLDS

KILLERS
ENJOY
BATTLES
CLASH
BEAT THE OTHERS
SEEK
DIRECT CONFRONTATION WITH USERS
EXAMPLES
WIN THE DEAL IN WOOT
FIGHT IN THE LEAGUE OF LEGENDS

ACTING

ACHIEVERS
ENJOY
COLLECT RARE STUFF
BEAT THE GAME
SEEK
LOOT
BADGES
LEADERBOARDS
EXAMPLES
BADGES IN FOURSQUARE
HONORARY TITLES IN RANKINGHERO

PLAYERS

WORLD

SOCIALIZERS
SEEK
CHATROOMS
CHANNELS
EXAMPLES
PRIVATE/PUBLIC CHANNELS IN WoW
TABLE TALK IN POKER
ENJOY
EXCHANGE
INTERACT
TALK

EXPLORERS
SEEK
BIG MAP
RICH UNIVERSE
HIDDEN PLACES
EXAMPLES
NONLINEAR SCENARIO IN FALLOUT
OPEN WORLD IN MINECRAFT
ENJOY
DISCOVERY
HISTORY
IMMERSION

INTERACTING

www.megamification.com

BASED ON RICHARD BARTLE'S WORK

# KILLERS -- Analysis: Bartle's Taxonomy



Sword Fight



Ship Combat

**Of course, the game named Assassin`s Creed provides a lot of Killer playstyle experience:**

**Combat System:** Engage in intense sword fights and master various weapons.
**Assassinations:** Plan and execute silent takedowns.
**Ship Combat:** Command the ship, engage in naval battles and boarding.
**Bounty Hunting:** Hunt down high-value targets for challenging fights.
**Challenges:** Participate in combat-heavy events.

# ACHIEVERS -- Analysis: Bartle's Taxonomy


Space for exploration


Progress


Ship Upgrades

**For Achievers in Assassin's Creed IV: Black Flag:**

**Missions:** Complete main and side quests for narrative progression.

**Collectibles:** Seek out treasures, sea shanties, and fragments for 100% completion.

**Upgrades:** Use in-game resources to enhance the ship and customize equipment.

**Achievements:** Unlock in-game achievements by accomplishing specific tasks.

**Exploration:** Discover hidden locations and historical landmarks in the open-world setting.

# SOCIALIZERS -- Analysis: Bartle's Taxonomy


NPCs in cutscene


Playing table game with NPC

For SOCIALIZERS in Assassin's Creed IV: Black Flag:

Tavern Interaction: Engage with NPCs in taverns for crew recruitment, mini-games and information.

Crowd Dynamics: Enjoy the lively atmosphere in crowded areas, observing daily NPC activities.

Quest-Givers: Discuss quests, choices, and outcomes with friends or online communities.

Random Encounters: Share experiences with NPCs engaged in daily or minor events.

# EXPLORERS -- Analysis: Bartle's Taxonomy


Viewpoint


Havanna

For **EXPLORERS** in Assassin's Creed IV: Black Flag:

**Open-World Discovery:** vast landscapes, uncover hidden locations, viewpoints.

**Naval Exploration:** Sail the Sea, discovering uncharted islands and hidden treasures.

**Collectibles Hunt:** Seek out various collectibles like treasure maps, sea shanties, and animus fragments.

**Viewpoints:** Climb and synchronize at viewpoints to unlock map areas and enjoy panoramic views.

**Historical Immersion:** diverse historical settings, experiencing different cultures and architectures.
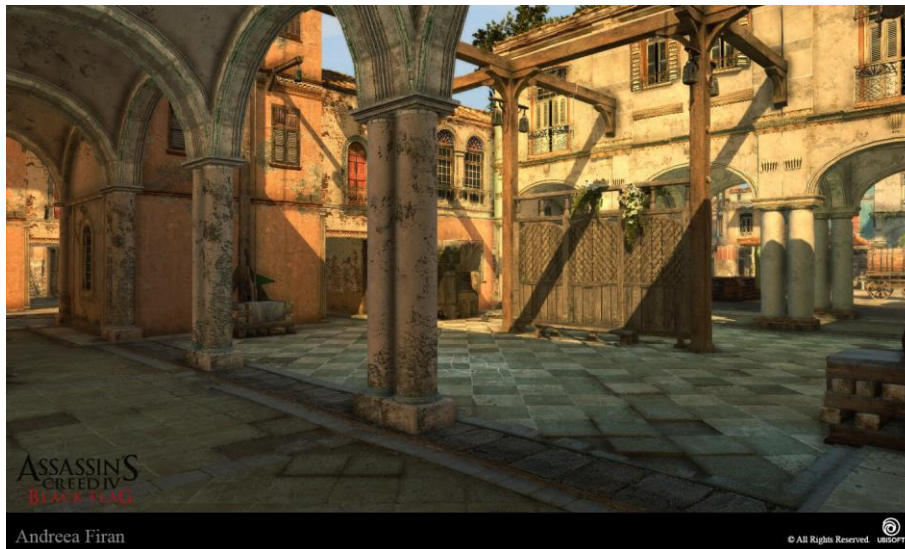
# Analysis:

- Types of Fun
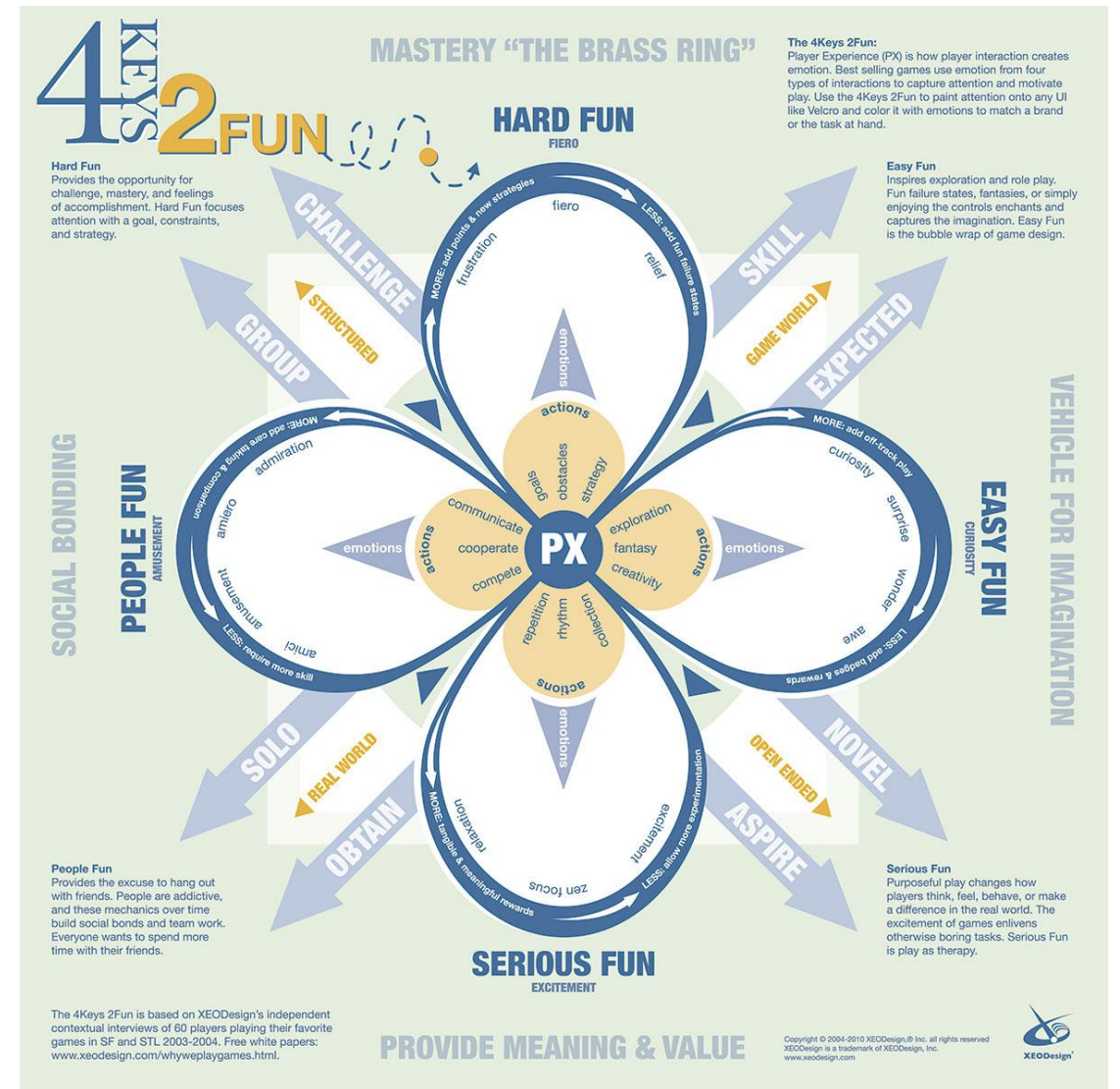
# EASY FUN


Parkour


Havanna archtecture

# For easy and enjoyable activities in Assassin's Creed IV: Black Flag:

## Parkour in Havana:

-Explore rooftops and streets using the fluid parkour system.

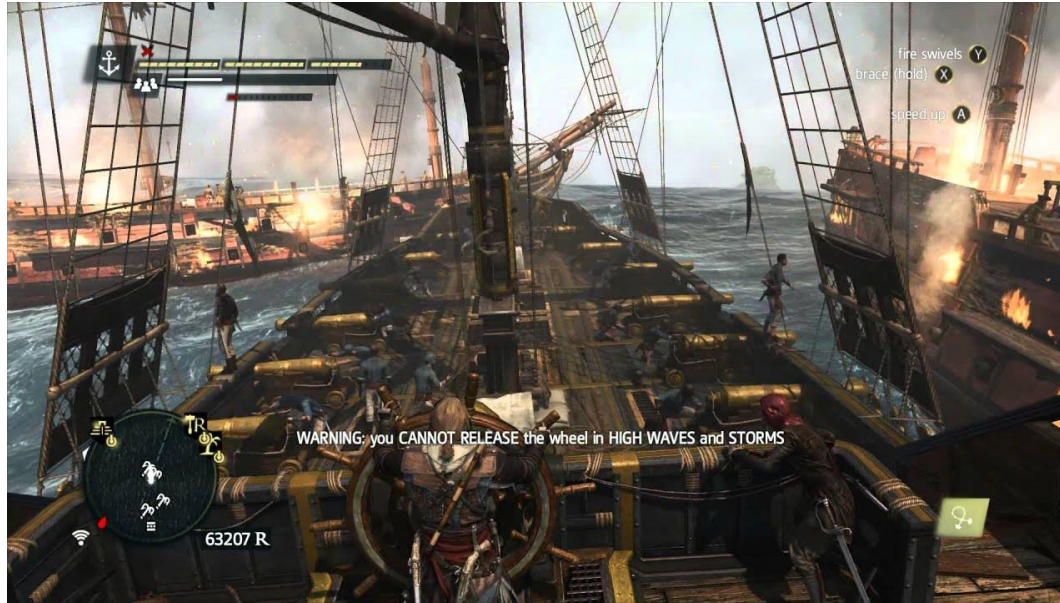-Climb Havana's viewpoints for map unlocks and stunning views.

## Architectural Photography:

-Capture Havana's architecture using in-game screenshots.

## Minigames in Taverns:

-Play checkers, dice games.

# SERIOUS FUN


Naval Combat


Main Narrative

For serious fun in Assassin's Creed IV: Black Flag:

**Main Story Missions:**
Immerse yourself in the intense and strategic narrative missions.

**Naval Combat and Exploration:**
Challenge yourself with advanced naval battles and legendary ship encounters.

# HARD FUN



Legendary ship



Stealth

For "hard fun" in Assassin's Creed IV: Black Flag:

**Legendary Ship Battles:**

Take on challenging legendary ships with advanced tactics and ship upgrades.

**Combat Mastery:**

Engage in intense combat situations against powerful enemies, mastering various weapons.

**Stealth Perfection:**

Achieve flawless stealth in missions, acting without detection.

# PEOPLE FUN



NPC observation

For "people fun" in Assassin's Creed IV: Black Flag:

## Crowd Dynamics:
Observe and interact with NPCs in crowded areas, adding a social element to exploration.

## Cooperative Exploration:
Share experiences and discoveries with friends or online communities.
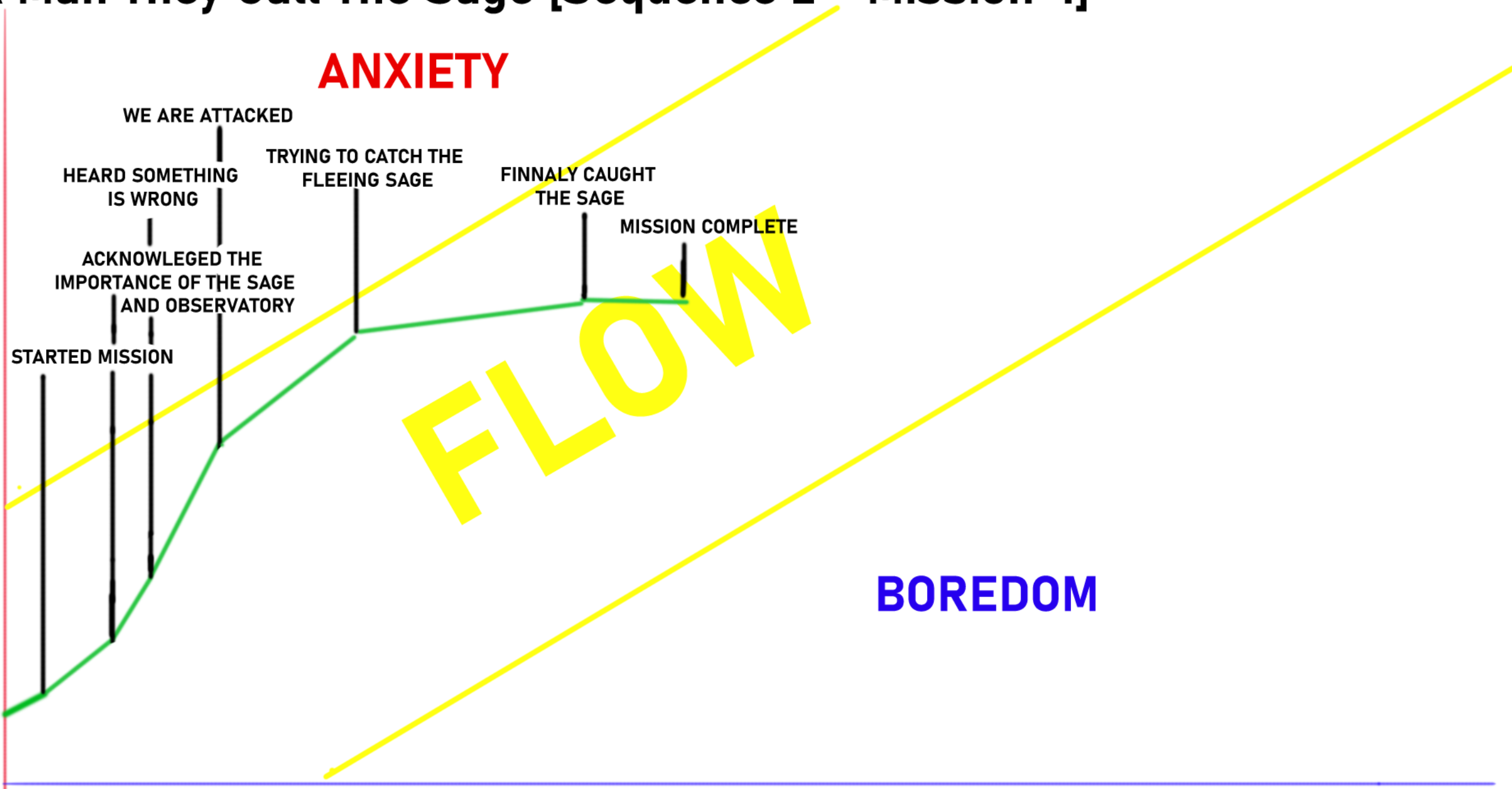
# A Man They Call The Sage [Sequence 2 – Mission 4]

# Aesthetics: Narrative, Discovery, Challenge, Fantasy, Sensation, Submission

## Main Mechanics:

- (Narrative, Fantasy) character development, moral, historical context , fiction and reality, political intrigue, storylines, themes of loyalty and betrayal, diverse characters with motivations.

- (Discovery, Submission) Free-Running and Parkour: explore the environment

- (Challenge, Submission) Combat System

- (Discovery, Challenge, Submission) Naval Exploration and Combat

- (Sensation)Sound Design: The soundtrack, sound effects, and ambient

- (Sensation)Visual Design: visually stunning open-world setting

## Side Mechanics:

- (Narrative) Storytelling through the game world's architecture, shipwrecks, and other environmental elements.

- (Challenge)Stealth: Perform silent takedowns.

- (Challenge, Submission)Tavern Minigames

- (Challenge, Discovery)Collectibles

- (Challenge, Submission) Hunting: Gather resources by hunting animals.

- (Challenge) Assassin Contracts: side missions for additional challenges.

- (Challenge) Legendary Ship Battles: Face powerful ships for substantial challenges