Batman Arkham Asylum

Batman Arkham Asylum is an action adventure game where you play as Batman stuck in Arkham Asylum with at odds with Joker again where he releases all the inmates of the asylum along with Batman's' Rogue Gallery. There are different gameplay sections where you fight against Jokers thugs, stalk them from the shadows and take them down with stealth, or use your detective skills to track down your nemeses and put them back into their cells. For the Combat sections, You have a basic attack with one button where you repeatedly hit enemies till they are knocked to the ground where you can take them out by using a "ground takedown" to permanently eliminate them or let them get back up and knock them down again until they are eliminated. There is a stun move you can use that stuns enemies to prevent them form attacking and you must use it on a special kind of enemies that uses knife that will hurt you if you do not stun them first. There is an evade where you jump over the enemy and get a chance to attack. Again, there is a special kind of enemy that uses a stun baton that you must evade first to attack. There is a counter where you can counter enemies' attacks when they are about to hit you to continue your combo in case where an enemy is about to land a hit on you. The Predator(stealth) sections where you are perched above a group of enemies patrolling around and you must take them out without them noticing you. There are many ways to take down enemies in these mode, you can glide kick them, silent takedown them by sneaking behind them, inverted takedown where you take an enemy with you to the shadows, or use your array of gadgets like the batarang to help you takedown your enemies. There is the Detective Mode where you can see interactable objects and enemies clearly like x ray vision. There are also sections where you must use this mode to track down your nemeses with breadcrumbs-like clues.

This is a story-driven game where most of the choices the player makes is more laid out and controlled. The three mechanics explained provided the three aspects of batman. He is a martial arts expert that can take out 20 guys all at once. He is a ninja where he can be so quiet that not even Superman's super hearing can detect him always. He is the world's greatest detective and can get out of any situation. This game incorporates these aspects and allows the player to be Batman. The choices the players make can be more like what kind of batman they want to be. With Combat, you could just sit there and wait for the thugs to attack and just counter them and combo with attacks to take them down. Or you can go aggressive and attack enemies as soon as you can and counter only when you are about to hit. The game does force variation in the combat with the different types of enemies that require a move to done to them (like stun) before you can take them out. The Predator sections allow for more choices as the game gives you more ways then I could explain above to takedown enemies without seeing you. Here the game gives you a pattern of enemy's movement and tells you to take out all of them. Players can create different strategies to take out enemies, and the enemies also change and become nervous and their patterns change, forcing players to change their strategy. Detective Mode provide players an easy way to have to skills that Batman should have. This further enhances the Predator section where you can always see your enemies and make it easier to see interactable objects like blowable walls to solve puzzles. But there is a problem with this where players can continue to have this mode on and ruin the immersion with have a x ray like screen always on top of the dark and beautiful terrain that the designer made. Players have a choice to toggle this mode on with a button press so the game kind of relies on player toggling it off or forcing it off before cutscenes.