

## Metal Gear Solid V: The Phantom Pain

Metal Gear Solid V is an action stealth game where you play as Snake, a highly skilled soldier who wants to take revenge against those for taking away his entire life. The main gameplay is the different ways you can sneak or take down enemies. Snake can hold two primary weapons and one secondary weapon along with his bionic arm. You also get to two sets of support items to use from. Besides using your weapons and tools, you can use Snake's skills to sneak or take down enemies. Snake can use CQC to take down in close quarters or can also grab enemies. Snake can move in for different ways. Like normally, he can walk and run, but that is not very stealthy, so you can couch-walk or crawl to become more hidden. The game takes place in an open world where their post spread across the map. Certain mission objectives will require to at certain areas and special events might happen depending on the mission. The game does not give you a single specific way of completing these objectives, so players can choose a playstyle to how they want to play or to the situation at hand. There are two types of "take downs" of enemies, by killing them or knocking them out. The game gives you a tranquilizer gun to use to put enemies asleep instead of killing everyone. Since this is a stealth game, if an enemy sees you, he will alert all other enemies to become aware and hostile towards you and backup forces may come if another calls for reinforcements.

Previous entries in the MGS series forced players to be more stealth-like and act more like an infiltrator. This game accepts more different playstyles like if someone wants to be Rambo and bust into an enemy base, guns blazing, they can. The game does reward more towards players who try to be as stealthy as they can, but there is always the option. Players will have to adapt to situations that they did not plan for, for instances, an enemy spotting them. They can quickly kill them, risking alerting everyone else in the base, or run away and hide and wait for the situation to calm down. There is also the choice of killing or knocking out enemies. Killing them is quick since they are permanently down, but usually risking alerting everyone else your presence. Knocking them out only takes them out for a short period and when they get back up, they will be cautious. Players also must choose how they will accomplish the objective. Which way will they start from? Which is the Optimal Path for the quickest and quietest path? Which area has less enemies? These questions players determine their strategies for infiltrating and accomplishing the objective. Designing it this way gives players the feeling of being a highly skilled soldier who can deeply infiltrate behind enemy's lines. Also allowing for different play styles allows for less skilled players to be able to play the game without having a huge learning curve. They can gradually build their skills to be able to infiltrate and accomplish the objective without being seen or even taking down an enemy.