

Dragon Age: Inquisition

Dragon Age: Inquisition is an Action Fantasy RPG. As with any standard RPG, you create a character with selecting a race and class and further customizing how your character looks. With this character, you become the Inquisitor, a leader of the Inquisition that has been brought back from the ages to deal with a new threat, A hole in the sky. I would write more of a summary of the game's story, but this is the third game of the Dragon Age series and these games have more complex stories. Expanding on the Inquisitor, (the player's character) There are five classes they can chose from, Warrior Shield, Warrior Two-Handed, Rogue Dual-Blades, Rogue Archery, and Mage. The different races that the player can chose in the game are Human, Elf, Dwarf, and Qunari. Each of these races give you advantages to your stats and can unlock certain dialogue options or how different characters react to you. What makes these games unique over other RPG games is the Dialogue Wheel game mechanic. At certain points of dialogue that is direct towards the Inquisitor, the player can choose different dialogue lines that the Inquisitor can say. Most of these choices have different ways of responding to the conversation. Typically, the left part of the wheel contains ways of opening more dialogue options like questions while the right is reacting to the conversation. On the right side, it subdivides into three options and these options typically goes as followed: Top is an agreement or polite response, Middle is humorous or neutral response, and Bottom is disagreement or angry/rude response. These responses can change the way characters feel towards you or towards others. Also, you will be given choices that can greatly affect the game's story that can lock off other content from your playthrough with the outcomes somewhat predictable but also surprising to the player.

There are many choices that the player can chose with these types of games. Players can immersive themselves by creating a character and seeing that character interact with the world as they want to. The different classes allow for different play styles for the player to play as. The Mages are mostly ranged and can be supportive characters or the Warriors are made to be tanks or all out offensive. Races can also affect playstyle, but not as dramatic as classes will as you only get some buffs to certain stats. Majority of choices made will be from the dialogue. There are many dividing storylines in this game that the player can take. They can choose to pick one side over the other or chose to gain the friendship of a character while reducing one for another. Possibly, each choice can affect a character's approval based on the choices whether they follow their morals and personality. Each choice has consequences and benefits, most of the time, so players can choose on whatever basis they want. The designers did this to give some realize to each of your choices. A theft character will not like being kind to rich people and would instead be mean to them. You are being nice to them would angry them and less likely to be friendly with you or you are being rude to the rich would please him. This also gives the player that they are changing the story and having a story specifically for them.