

"the power awakens,
and evolves, in new



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"The Legend of Zelda: Breath of the Wild" had a particularly eventful three years of development, and this essay will cover the details of what exactly was noticed and experienced in those three years. In this essay, the research discussed includes "An Ancient Power Awakens, and Evolves, In New Zelda", "'The Master Trials' Makes 'Zelda: Breath of the Wild' Completely Different", and "Not Finishing 'The Legend of Zelda: Breath of the Wild' Just Got Easier" by Matt Peckham, as well as "10 Must-Know Tips For Playing Zelda: Breath of the Wild" by Lisa Eadicicco. The development of "The Legend of Zelda: Breath of the Wild" in the past three years was a long and strenuous process, but it worked out fantastically in the end. In 2014, Nintendo uploaded a trailer for the new "Zelda" game onto YouTube so that the world can see what is to be expected in the future.

In Matt Peckham's article "An Ancient Power Awakens, and Evolves, In New Zelda" (2017a) when he talked about "...

painterly landscapes, expansive zones of verdant, gelid and sun-scorched areas...", he talked about something that the trailer emphasized, which were the visual details of the game's surroundings. The trailer also revealed that part of the threat that will be present within the game includes robotic-type enemies, which gave the impression that advanced technology will be emphasized greatly since it also appears that said technology may be applied to combat against these types of enemies. It also became apparent that the game's main character, whose name is Link, would not be wearing a green tunic like he has in previous "Zelda" games, which raised the question of how the players would obtain said tunic if it is not part of the main story. These details have shown that the next "Zelda" game would

look extremely appealing in a visual sense, while also giving viewers an idea about the imminent threat that the main character will deal with. These details had also caused the viewers to speculate about why Link would have to deal with robots, and even why Link was wearing a blue tunic instead of his traditional green tunic.

This trailer has helped the world to know what they needed to know about the next big thing in the "Zelda" franchise. Since not a lot happened in 2015 with new information about the next game in the "Zelda" series, 2016, when a demo for the new game (which came to be called "Breath of the Wild") was created, sufficed for what 2015 couldn't offer. The demo was made for gaming conventions (for example: E3) so that players would know what they would experience in the full game.

This demo showed players that the weapons they used to fight with were fragile, and would break after several uses, which would cause players to run away from enemy confrontations in order to not die (Peckham, 2017a). The demo also emphasized the dangers of being in areas with very low temperatures, and caused players to think of something like "If Link gets too cold, he dies." (Peckham, 2017b) so that players could prepare Link for the harsh environment. This detail especially emphasized the importance of survival in areas with potentially dangerous climates, which has been used in earlier "Zelda" games, but not as much as it is in this game. Finally, players learned from the demo that they may be able to find different ways to accomplish something if one way fails (Peckham, 2017b). This demo helped players to get a hands-on idea of what "The Legend of Zelda: Breath of the Wild" will be like when the full game is officially released. In 2017, "The
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Legend of Zelda: Breath of the Wild" is finally released, ending the three year wait for a brand new game in the famous "Zelda" franchise.

One thing that players saw in this game is the fact that Link can change clothes and wear different types of armor in order to achieve different effects (some effects include: shock resistance for fighting enemies who use electrical attacks, cold resistance for use in frigid regions, and even armor that can increase attack power, so that enemies can be defeated quicker). According to Lisa Eadicicco, "Weather plays a bigger role in Breath of the Wild than it has in any other Zelda game." (2017), which is another thing players realized when playing the game. This refers to the fact that thunderstorms are part of the ever-changing weather system in this game, and that players need to remove any metal equipment from Link to prevent being struck by lightning (metal armor doesn't count, thankfully) (Eadicicco, 2017). According to Matt Peckham, when Link is low on health, players need to hunt and gather ingredients to use at a campfire in order to heal Link (2017a), which is yet another thing that players noticed. Finally, according to Matt Peckham, enemies are able to utilize the environment (for example, toppled-down trees) in order to put Link in danger, which is one more thing that players learned that made them realize how difficult the game actually is (2017a).

The game helped players to recognize their expectations, and learn the game's true difficulty, so as to give a lot of extremely positive input.

Around the time that the game was released, there was also the option of buying an expansion pass and allows players to access two downloadable content (DLC) packs that would automatically be put into the game (via an <https://assignbuster.com/the-power-awakens-and-evolves-in-new/>

update) when said DLC is released. The first of these two DLC packs, called "The Master Trials", has already been released this summer, so it will be explained in detail here. According to Matt Peckham, this DLC pack includes what is called the "Trial of the Sword", which is a 45-room challenge area where Link must defeat all of the enemies in the current room before going to the next one (which can be extremely difficult) (2017c). Also according to Matt Peckham, to make things even more challenging (if the game wasn't hard enough already), the DLC comes with a harder mode where enemies are stronger than before, and can also regenerate any health lost if not defeated quickly enough (2017b). Finally, according to Matt Peckham, this DLC also provides the following new treasures for players to search for: an item called a "Travel Medallion" (which is an item that puts a fast travel point wherever Link is standing to use whenever an automatic fast travel point isn't near where he is exploring), a mask for finding Koroks (which are small, and cute, wooden characters), and armor inspired by earlier "Zelda" games (i. e.

armor from the D. S. "Zelda" game called "Phantom Hourglass") (2017c). This DLC helps to provide an additional challenge for players who have already beaten the game for the first time, and for those who would like to get the items that came with this pack.

The DLC helped players to experience more of what the game could not provide beforehand. The second DLC pack was also part of the expansion pass, as it would also be automatically updated into the game. This pack has yet to be released, but thanks to Matt Peckham, there are some things that we already know about said pack. According to Matt Peckham, he said that <https://assignbuster.com/the-power-awakens-and-evolves-in-new/>

this DLC would include a " new story" that adds on to the story of the original game (2017c).

A brand new dungeon would also come with this pack, in order to accompany the additional story that will come (Peckham, 2017c). Finally, " additional challenges" would allow players to find more ways to achieve some rewards for their efforts (Peckham, 2017c). This DLC pack would allow players to experience events that happens in correlation to the main story, while also finding more opportunities to get great rewards. This DLC would help players to find new experiences when the original experience is completed. The three years it took to fully develop " The Legend of Zelda: Breath of the Wild" were long and hard, but the end result was a game that many players will likely cherish for a long time. The YouTube trailer for the game from 2014 has helped people to recognize what Nintendo had in mind for the next game in this fantastic series.

The demo for the game in 2016 has helped players to know how the game was going to work so that they could be prepared for anything when the game is released. The actual game, when released this year, helped players to re-experience what they learned from the demo, and apply the info from said demo into other areas in the game. The first DLC pack of the expansion pass has allowed players to experience more content in addition to the original game. The second DLC pack would help players to experience more of the story than the original one provided. This development process proved to be a major hurdle for Nintendo to jump, in order to get fans to recognize the effort that was put into this game so that it could be known as one of the best games that they could make.