Game Title

Neverwinter Nights and its expansions Neverwinter Nights: Shadows of Undrentide and Neverwinter Nights: Hordes of the Underdark.

Game Development Studio & Publisher

BioWare, published by Infogrames/Atari and MacSoft.

Platform

Windows, Linux and Mac OS X. I play the widows version of the game. I don't think the game would translate very well onto platforms like the Xbox or Wii. I'd expect it play somewhat like Knights of the Old Republic, since they are similar games in many respects.

Genre

Role-playing. I think it's suitable.

Player Mode

The game is playable in both single player and multiplayer modes. I have played the game in both formats. Multiplayer supports different amounts of players depending on the server's hardware and bandwidth. Weaker servers can get up to 10, many servers support around 32, and the strongest servers can support over 72 players.

Time Interval

The game is a real-time game, though combat is turn-based like Dungeon and Dragon's 3rd edition rules. The player can give as many orders to the character as they want, but the character will only carry out so many in a given round, the rest adding up in a queue. Some actions, like moving or going into combat, will cancel this queue.

Audience/Market

Neverwinter Nights to attract players that are interested in Dungeons and Dragons, which is to be expected, as it's based on it. Many players used to or still play Dungeons and Dragons, and those who haven't played Dungeons and Dragons still find it interesting.

Rating

Neverwinter Nights is rated T. The rating is appropriate. There is blood and violence. It's not shocking by any means, especially when compared to more recent games. The indicators say 'Blood', 'Violence', and 'Fantasy Violence'. Violence is part of the game, as much of it revolves around your character stabbing monsters and other characters. Blood is also present, in little puddles, and when a character gets hit by a sword. If a monster takes enough damage when it dies, it will explode. It's not a particularly violent or impressive explosion. The explosion can be disabled, as can the blood that appears when hit.

Challenge & Fun Factor

I find the game both fun and challenging. I enjoy the game play, the customization available and the community. And depending on the server, the game play can be very challenging. And servers where you fight other players are almost always challenging. I've played the game for several years, since late Middle School, I believe. I will continue playing this game after the assignment.

Features Analysis

Character Development: The game allows a lot of character customization and development as the game progresses. Players can choose unique appearances and classes. Even characters with the same classes can play differently than each other. Many players end up with a favorite character and build and use it repeatedly, with secondary characters they may create once the first is established. Others, like me, have several characters they can use when the mood hits them.

Mission Design: While many didn't think the original campaign was anything special, it had many quests which were interesting to complete. But mission design shines more in the player-created modules found online, especially those quests which are not scripted in, but hosted by Dungeon Masters, players using a special client compatible with normal players. This allows for a more immersive experience than scripted NPCs can, and allows the quest to take different directions than it might otherwise.

Concept

Subject matter and Storyline: The official storylines in Neverwinter Nights have to do with different things, all or most of which take place in the Forgotten Realms Campaign Setting. The original campaign deals with a mysterious plague set upon the

city of Neverwinter by an evil cult that serves an ancient race of lizard folk, and stopping the ancient race from returning to the normal world and invading.

The first expansion deals with a medusa's plot to use an ancient magical power source to resurrect one of the ancient ruins, a flying city, of the Netherese Empire, (an empire of obscenely powerful mages that went extinct when their ruler and most powerful mage killed the Goddess of Magic through a ritual that would make he himself a God, the Goddess's death caused all their flying cities to fall to the ground and have all their magic fail them, where they were quickly dispatched by their enemies), and use its power to dominate the world.

The third expansion deals with an attack by a group of Drow, (dark elves), on the city of Waterdeep through the ancient dungeon of Undermountain, a rapidly changing dungeon created by a mad wizard named Halaster. The campaign follows the player as they descend to the Underdark, an underworld that exists under the surface world, to fight the Drow on their own turf. Then the campaign brings the player to Cania, a frozen layer of Hell, where the player must escape to stop an Archdevil from continuing the invasion the Drow started and making the city into a new plane of Hell.

There are also many other modules, both created by BioWare and players, which all have their own stories.

What does the game seem to be about?: It seems to be about bringing the Dungeons and Dragons experience to a video game, which Neverwinter Nights seems to do very well in many modules.

Point of view: As mentioned, I believe they were trying to adapt Dungeons and Dragons to a video game, something which BioWare has done in the past with games like Baldur's Gate and Icewind Dale.