

GOD OF WAR

The background of the slide features a cinematic scene from the game God of War. Kratos, the main character, is a large, muscular man with a beard and a red tattoo on his forehead. He is wearing a brown and gold tunic and is holding a large axe. He is standing in a wooden boat on a body of water. Next to him is Atreus, a young boy with red hair, wearing a blue and white tunic. He is also holding a bow. The boat is moving across a dark, misty sea. In the background, there are dark, jagged mountains and a large, glowing red symbol that looks like a stylized 'G' or a similar character. The overall atmosphere is dark and dramatic.

Continuous No-Cut Camera

God of War's no-cut camera creates a seamless flow between cutscene and gameplay. This results in a sense of narrative immersion that is truly unbroken from start to finish.

Literary Parallels

All aspects of *God of War's* world, including setting details, supporting characters, and side quests parallel the core themes of the story. The player is engaging with themes of **loss, family,** and **redemption** throughout the entirety of the game experience.

Player Agency in Linear Narrative

Despite having a linear narrative, *God of War* provides many opportunities for player actions to drive the story experience forward. This creates a sense of agency in the player, despite the player's inability to change the outcome of the story.

Narrative Context for Core Mechanics

The main mechanics of *God of War* are all deeply infused with the narrative. The relationship between Kratos and Atreus is not just observed, but truly felt through gameplay.