

Super Smash Bros. Ultimate

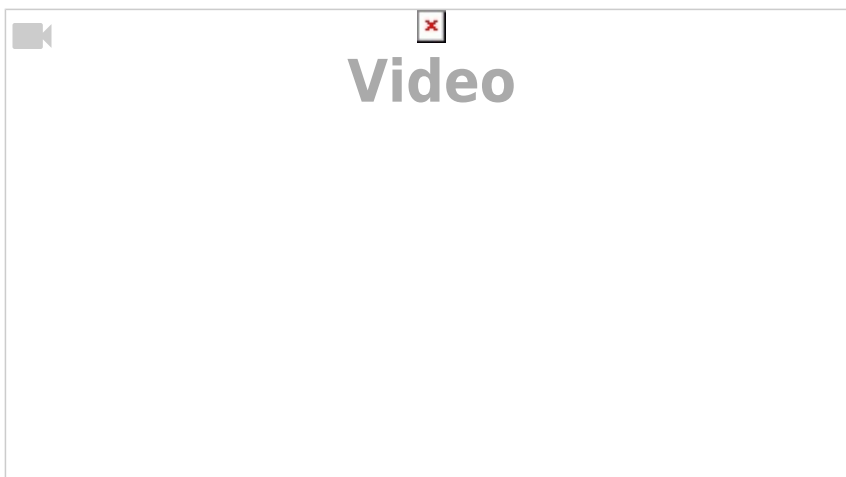


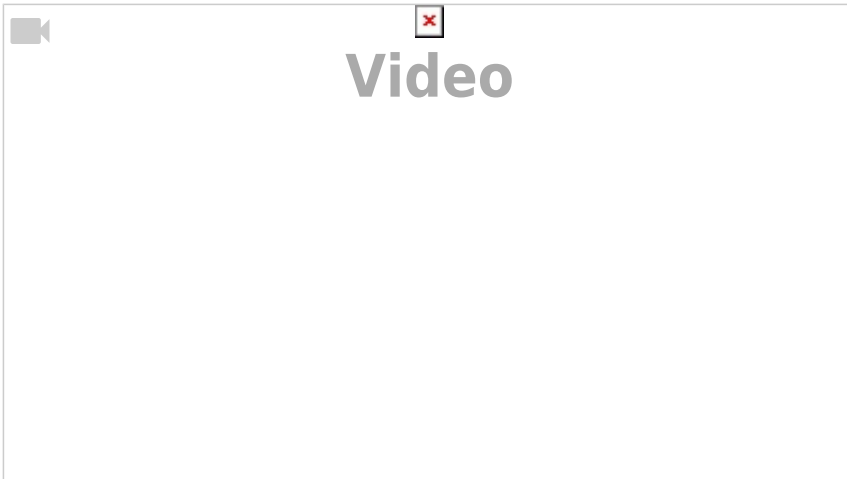
Genre:	crossover fighting game
Publikationsjahr:	2018
Studio:	Bandai Namco Studio
Analyse von:	Diego Marti, Fabrice Voisard

1. Spielbeschreibung

2. Soundbeschreibung

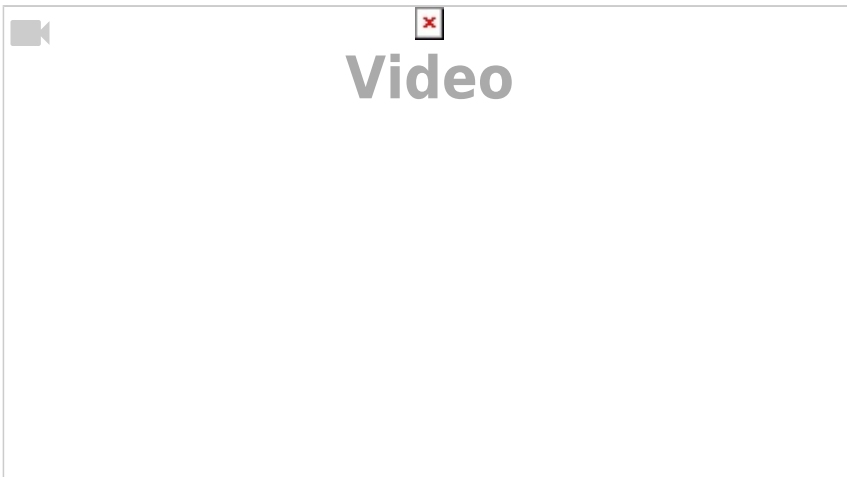
2.1 Feedback Design





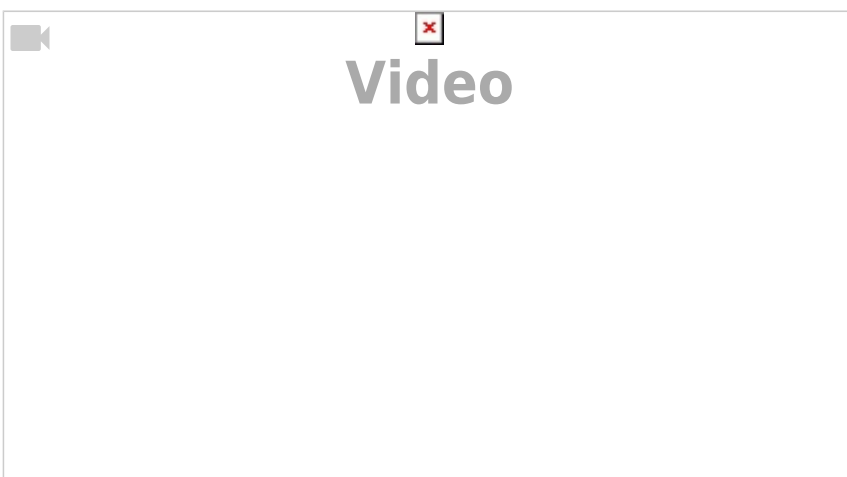
Schaden nehmen

Schaden geben



2.2 Bezogen auf Narration & Dramaturgie

Charaktere



Raum

2.3. Soundtrack

3. Persönliches Fazit

4. Vergleich Darkest Dungeon & Darkest Dungeon 2

4.1 Allgemeiner Vergleich

4.2 Sound Design im Vergleich

Musik im Vergleich

Voice Over im Vergleich

Vertonung Aktionen

4.3 Fazit

Good Games. :) Play Them!

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