**Game Narrative Review**

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**Game Title:** Dead by Daylight  
**Platform:** Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S, Nintendo Switch, and mobile platforms.  
**Genre:** Asymmetrical horror, Survival horror  
**Release Date:** June 14, 2016 (for Windows)  
**Developer:** Behaviour Interactive  
**Publisher:** Behaviour Interactive, Starbreeze Studios, 505 Games, Deep Silver  
**Game Writer/Creative Director/Narrative Designer:**

**Director(s)**

* Ashley Pannell
* Dave Richard
* Mathieu Coté

**Producer(s)**

* Stéfan Beauchamp-Daniel

**Programmer(s)**

* Fadi Beyrouti
* Jean-Philip Desjardins
* Rémi Veilleux

**Artist(s)**

* Filip Ivanovic
* Marc Salha

**Writer(s)**

Farah Daoud-Brixi

**Composer(s)**

Michel F. April

**Overview**

"Dead by Daylight" is an online multiplayer horror game that's a bit like an intense game of hide-and-seek. The main story focuses on a scary force called 'The Entity,' which can be anywhere and isn't limited by time or place. This Entity feeds on people's extreme fear and sadness, always wanting more souls. To get what it wants, the Entity sorts people into "Killers" and "Survivors," setting up a never-ending cycle of scary killings and hunts. Survivors have to fix machines called generators to escape this terrifying situation, while killers, who are controlled by the Entity, try to catch them and offer them as sacrifices. The game looks into deep topics like despair, the struggle to survive, and ongoing violence, making it clear that no one can fully escape the Entity's control.

**Characters**

The Entity: This is the malevolent force driving the events of the game, an unnamed existence that lies between reality and imagination. The Entity feeds on human despair and fear, trapping survivors and killers in an endless cycle of hunting and survival. It creates realms like the real world, initially pulling in the first victims to brainwash them into "Killers," and subsequently drawing in the second set of victims as "Survivors."

Survivors: These are the second set of victims trapped in the Entity's realm. Once ordinary people, they wake up around an unknown campfire with all memories of their identity erased. Despite the fear instilled by the killers, they hold onto a glimmer of hope and work to activate generators. Each survivor has unique traits and abilities but shares the common goal of escape.

Killers: These are the first set of victims drawn into the Entity's sacrificial ritual. They are notorious killers from various timelines who have undergone horrific torture over an immeasurable period, eventually becoming perfect slaves to the Entity. Corrupted by the Entity, they hunt and sacrifice the survivors. Each killer has unique abilities and weapons and is bound to obey the Entity's commands.

**Breakdown**

In "Dead by Daylight," players are given a singular, haunting task: to escape from being a sacrifice to the Entity. The outcome of the game is binary—either the players win by escaping, or the killer (the Entity's agent) wins by sacrificing them. However, from a lore perspective, the notion of 'winning' for the survivors is an illusion. When the killer successfully sacrifices all survivors, the game concludes as a win for the killer and the Entity. Even when survivors repair all generators and manage to escape, their 'victory' is temporary. The Entity erases their memories, and they find themselves waking up once again by the campfire, ready for another round of the never-ending sacrificial ritual. This cyclical nature of the game serves as an excellent bridge between gameplay and narrative. Each round of the game is not just another match, but a perpetuation of the endless cycle of sacrifice that the players themselves experience. This loop not only adds a layer of depth to the gameplay but also enriches the overarching story, making each escape and capture resonate more deeply with the player.

**Strongest Element**

The most potent element in "Dead by Daylight" is its cyclical universe. In this game, the traditional concepts of victory and defeat don't exist in the way we usually understand them, which profoundly links the game's narrative to the player's experience. Even when survivors successfully escape, they find themselves waking up again by the campfire, ready for another round of the never-ending sacrificial ritual. This cyclical structure allows players to viscerally feel the brutality and endlessness of the game's world. This goes beyond a simple 'win' or 'loss,' encouraging players to immerse themselves more deeply in the game's story and world, serving as an exceptional narrative element.

**Unsuccessful Element**

One element in "Dead by Daylight" that could be considered less successful is the lack of a cohesive overarching story that ties all the characters and events together. While the game excels in creating individual backstories for each killer and survivor, these narratives often exist in isolation, making it difficult for players to understand how they all fit into the larger picture of the Entity's realm. The absence of a unifying story can diminish player engagement and emotional investment in the game. It can make the endless cycle of hunting and survival feel repetitive over time, as the individual stories don't contribute to a larger narrative payoff. To improve this, the game could introduce special events or missions that gradually reveal more about the Entity and how all the characters are connected to it. This would not only deepen the lore but also provide players with a greater sense of purpose and engagement, making the gaming experience more rewarding overall.

**Highlight**

The slogan of "Dead by Daylight," "Death is not an escape," perfectly encapsulates the most impactful moment in the game's narrative. This realization usually dawns on you after a few successful escapes as a survivor. Just when you think you've made it out, you find yourself back at the campfire, ready for another round. At this moment, the true meaning of the slogan "Death is not an escape" hits you. Neither death nor escape offers a way out of the Entity's realm; only endless struggle and futility exist. This moment resonates deeply with the game's core theme, adding a layer of existential dread to the gameplay and standing out as the most memorable highlight in the game's narrative.

**Critical Reception**

(Look at 2-3 reviews of the title in reputable sources and summarize the critical reception to the written elements of the game. Please do not confuse voice acting with writing; this should be a place to look at the critical response to story, character, dialogue, and other

related elements. Reviews cited should include the source, the name of the reviewer, and the overall game score.)

**Lessons**

(What can be learned about game writing, characterization, story, narrative design, or other related elements from this game? What lessons – positive or negative – can be extracted and then applied to future game development? List as many as needed. Each lesson should be supported by examples from within the game.)

* Lesson 1
* Lesson 2
* Lesson 3
* Etc.

**Summation**

(1 paragraph summing up the reasons this game was deserving of analysis, and any final assessment you have of the writing-related elements that may not be quantifiable.)