~~Identify the game clearly. Indicate the platform on which the game is played (e.g. xBox, PS, iPhone, PC, etc.) publisher, year, developer. Who is the game intended for?~~

Describe the game, purpose, characters, genre, game's features, playability, replay value, difficulty level, modes (One-player, multiplayer, special effects, music graphics, advantages, disadvantages, options such as skill sets and accessories, live on-line options, extras, music, entertainment value)

Round up your discussion

Remember to finish off with a conclusion. Reiterate the main points, what you want your audience to remember. -

Why is this game relevant to the study of games?

What is innovative about game? Can it be applied to other games?

Upload your video game slides and transcript

//game & platform & year developped by : » ; (xbox one ; ps4 ; mac ; windows)

// developper & publisher / who is the game intended for

So you are playing this guy, his goal is to survive after his crash on an alien planet, you gotta go out of this capsule called a lifepod, just to let you know, this thing saved you, and you are lucky because you will find later that it was the only one working, then find ressources like food, water, and materials, you also need to always keep an eye on your oxygen, you will find aurora’s or other mysterious wreckage underwater and analyse them with your scanner, it will give you blueprints to build your own base or submarines. I think we can say that this game is mainly about exploration so you will have to explore many biomes and even floating Island (yes this Island is quite ugly compared to underwater biomes), some biomes are really dangerous because of huge creatures named Leviathans, some of them are ghost and are lethal, others are peaceful and a ecosystem grows on its back. During your journey, you can only see amazing and stunning landscape and many things will make you afraid, starting with the fact of being under this infinite ocean.

// single story = replay is not really valuable

The game scores another point with its story, I don’t want to spoil too much but when you find records of others survivors, you can feel their distress, some are really poetic you will also have another very impersonal record from a bureaucrat, because it all started with a corporation nammed Alterra who wanted to expend its influence to further systems but the ship encountered a problem when traveling near this oceanic planet, so you will have to find what is wrong with this planet, then escape.

// the game interface is very clean and understandable.