

# Analysis of Mechanics

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**Title:** Dead by Daylight

**Released:** 2016

**Author:** Behaviour Interactive

**Primary Genre:** Asymmetrical Multiplayer Survival Horror

**Secondary Genre:** Action, Stealth, Competitive Online

**Style:** Stylized realism with a strong horror aesthetic

## Analysis

Dead by Daylight is a 4v1 asymmetrical multiplayer title in which one Killer hunts a group of four Survivors who attempt to restore power and escape the area. The asymmetry determines the structure, pacing, and form of interaction. Survivors alternate between repairing generators, repositioning, and managing risk, while the Killer applies pressure by patrolling objectives, interpreting information cues, and committing to chases. The two roles follow the same ruleset but interact with the environment in different ways, which maintains clarity despite the mechanical gap between the sides.

Action-driven moments appear primarily during chases. Movement, timing, and map awareness define these encounters. Pallet drops, window vaults, and Killer-specific abilities create short decision cycles with immediate consequences. These moments are readable, mechanically honest, and easy to evaluate, which matches the competitive character of the game. Stealth acts as the counterpart to these encounters. Survivors rely on limited vision, sound cues, and environmental cover to reduce the chance of detection. The tension between action and stealth supports the primary survival structure by creating continuous pressure without overwhelming the player with constant combat.

Progression and loadout systems reinforce the genre blend. Perks modify information flow, chase duration, healing efficiency, and map pressure. These modifications do not replace the core loop but change how players approach it. Because both sides have access to many combinations, the system creates a metagame that remains inside the boundaries of the primary genre. The frequent addition of licensed characters strengthens this effect. External properties introduce new abilities and behaviours that expand the mechanical space without shifting the identity of the game. These collaborations influence how players read situations, but they never undermine the asymmetrical structure.

Map design plays an important role in maintaining genre coherence. Procedurally assembled tiles limit predictability, while each map retains a recognizable macro layout. Key elements such as pallets, long walls, and generator locations create distinct routing possibilities that affect both stealth and chase phases. The Killer must redistribute attention across objectives, and Survivors must balance safety and progress. The map system therefore acts as a structural component rather than a backdrop. It regulates flow, determines viable strategies, and keeps repeated matches from becoming static.

The visual and audio style supports this mechanical focus. Characters use exaggerated silhouettes for readability at distance, and environmental geometry features strong edges and lighting contrast to remain functional even during fast movement. Audio communicates threat more effectively than pure visual realism would allow. The heartbeat system, proximity indicators, and sound occlusion inform the player before danger becomes visible. These stylistic choices prioritize clarity under stress rather than immersion, which aligns with the competitive nature of the game.

The interaction between genres remains consistent across updates. Survival horror defines the emotional tone and overarching goals. Action provides short, high-risk interactions that reward skill. Stealth extends uncertainty, shapes pacing, and prevents the match from collapsing into continuous combat. Progression systems and stylistic choices bind these components together. The game remains coherent because every element supports the central idea of controlled asymmetrical pressure in a confined competitive environment.