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Little Nightmares

Interview

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Here we present an interview for the videogame Little Nightmares, in which we focus on the differences and similarities between the first and second installments of the franchise. Our Interviewee is a good friend of mine, his name is Elliot James Taylor, he is a 26 year old gamer, student from Brighton and loves his pizza with as many veggies as possible.

AN INTRODUCTION TO OUR GUEST

Matias: Good to see you Elliot, and thanks for giving us some of your time for this interview.

Elliot: No problem, glad to help.

M: What is your background with horror games?

E: I have been gaming for roughly 24 years, I remember my first gaming experiences just before starting reception in 1998.

And I played my first horror game silent hill in 1999 so that would be 22 years ago and I would have been 5, I adore them, the inability to be passive like you can be for movies forces you to face the horrors head on in the game and it's unlike any other medium I love it.

M: How do you approach horror as an entertainment?

E: I've been subject to things considered 'scary' way too early in my life so I don't necessarily find media to be scary so I often visualize whether I could survive or keep my sanity if I were in their situation as my general scary scale. With little nightmares it's a definite I'd end up curling into a ball and be terrified so I'd say it's a scary game.
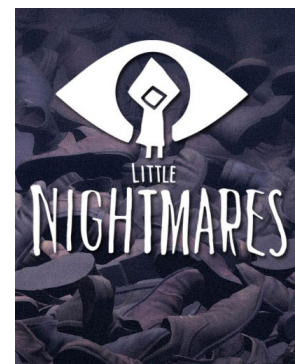
ABOUT LITTLE NIGHTMARES

M: Have you played the first game?

E: Yes I have.

M: How did you discover the game?

E: It was from an E3 teaser trailer during their summer festival. Always have been curious about new and unheard games, so I thought on giving it a try.

Gameplay

M: Is this new sequel more challenging than the first game?

E: I feel as if the first game was considerably harder than the second one but I would put it down to technical issues, enemies would often glitch and the linear path you are supposed to take wasn't always clear so you would get stuck pretty often. the second game, while it can be challenging at times is substantially easier.

M: What do you think are the best features that the second game implemented in comparison with the first one?

E: The second game featured more depth awareness, every room in the first game lacked background perception as everything was entirely in the foreground, while I suppose it was a conscious decision to make the game feel cramped it very often led to boring game design, whereas, the second game takes advantage of this and creates some stunning visual scenes.

Also the ability to wield weapons, although sloppily, allowed the user to feel in control of situations whereas in the first game you are practically running away the entire game.

Story

M: Do you feel that the story of the second game changed the way you experienced the story of the first game?

E: I do, mostly because I'm still confused whether the second game is supposed to be a sequel or a prequel as a lot of evidence points to it being a prequel, however, the developers speak of it as being a sequel. So that's entirely my own fault (laughs).

But it definitely has, as six gives in to the hunger during the first game and essentially takes out all of the 'villains' you feel a sense of happiness for her. But she *SPOILER ALERT* *ruthlessly takes out the protagonist of the first iteration Mono in the second game as she discovers who he will become*, so when I've gone back to the first game you realise she was always becoming a villain not so much a hero.

M: Did this game manage to engage you deeper into its world compared to the first one?

E: It definitely did. As you see the world outside of the Maw, you get to experience this post apocalyptic world, where everyone is controlled by something or someone because of some innate primal desire. However, in the first one everyone just only seems glutinous
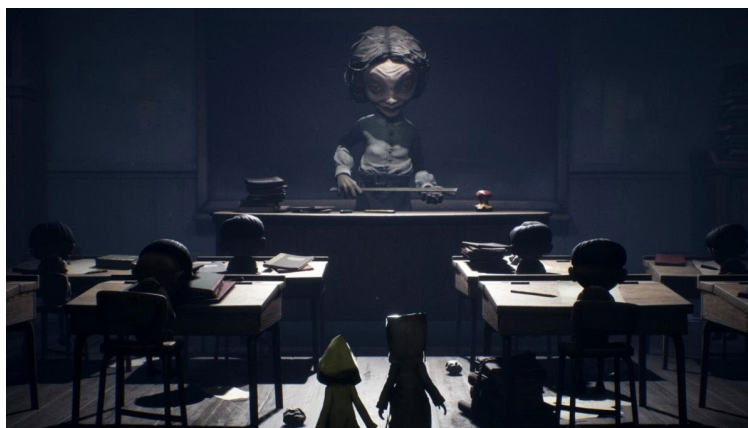

Visuals

Little Nightmares 1

M: How does this sequel improve the visuals compared to the first one? Do you think is better or worse?

E: In my opinion while the second games features more varied environments such as woodlands, city streets and various houses I can't necessarily say they have more of an impact than the first game, tonally the two are very similar in creating eerie environments which can impact people differently. I would say visually they're both on par, however, the second game is a grander scale version but it's neither worse nor better in influence.

M: Do the visuals of this game affect the way you play it? Do you think it is indeed a scary game?

E: The visuals for me are primarily why I play it so definitely! I'm often trying to pick up everything I can or stare at the environment to try to spot hidden things to do with the plot, since little nightmares is famous for containing all of its backstory in its environments.

Little Nightmares 2