

Assignment One – Schell's Lenses

No Man's Sky

Surprise – Lens 4

With little prior knowledge of the game, it is full of surprises right from the beginning. Spawning in a random world with its on weather and mobs the first couple minutes are just constant surprises. As the game continues the surprises never seem to end when a player comes across a random outpost with random items. Then randomly discovering technology blueprints that you had no clue even existed in the game reveals separate areas (like a mining laser for your space ship to allow mining asteroids). This is closely related to a user's curiosity for the game, with the never-ending surprises perfectly feeding their inner curiosity as to what comes next.

Curiosity – Lens 6

Curiosity is a big factor in this game, considering a mass exploration game usually struggles to keep user's attention. No Man's Sky utilizes a few features to keep spike user's curiosity and ask many questions. One of the features is the pure random nature of each planet. Planets can contain hundreds of random structures containing anything from upgrades and money to side quests and dictionary words for the three other languages used by other NPC races. When the game begins to die down in action, main storyline features ask continuous questions about your backstory and future with plenty of features to have lore behind.

Economy – Lens 52

No Man's Sky features an economy with two systems: Units and Nanite Clusters. Units are obtained by scanning new planets, plants, resources, animals, and selling items. Items are sold on the Galactic Trade Network with prices influenced by demand and supply based off all players in the game. The second system, Nanite Clusters, are used to purchase blueprints for technology/crafting recipes from NPC's as well as technology upgrades (for all multitool systems, personal systems, and spaceships). As the player progresses through the game, items begin to be much costlier and the game counters that with upgrades that can be obtained to extremely scale the amount of money received for scanning new objects. Also, rare end game materials are extremely valuable on the Galactic Trade Network.

Story Machine – Lens 73

This game is a perfect shell to create endless stories from. The amount of open world gives the player a freedom to explore and get lost for hours. From building player bases to interacting with NPC's it's impossible for the player to run out of choices on what to do. Also, being able to join parties with friends to create mega-structures and explore the infinite universe together has many events to produce stories to tell others. The game also includes community events that can be in depth exploration with friends and strangers or single player collect and go rewarding secret items and unlocks. There is always some kind of story to tell about No Man's Sky to your friends.

The World – Lens 84

The world within this game is one of its key features since the game is not contained within one physical “world”, but an infinite amount of star systems containing 2-6 dynamic planets. This easily grasps the interest of any user interested in space or exploration creating a game world far better than the real world with no limits or barriers to ground the player. It is very easy to get lost for countless hours exploring a single planet each with stories waiting to be created by the user. With so many planets and star systems traveling could be a mundane task if it wasn’t for the feature of teleport portals in every player created base. These connect to trade posts from each star system previously visited providing the option of the scenic route or a much more direct path.