

Analysis of Mechanics

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Title: How to survive

Released: 2013

Author: Eko Software / 505 Games

Primary Genre: Zombie survival

Secondary Genre: Action RPG

Style: Realistic, top-down isometric

Analysis

How to Survive is a zombie survival game emphasizing resource management, exploration, and crafting. Its primary genre, survival, is reflected in mechanics requiring players to gather food and water, craft tools and weapons, and maintain their health while navigating hostile environments. Players must balance immediate threats from zombies with long-term survival needs, creating tension and strategic planning central to the gameplay.

The secondary genres, action and RPG, complement survival. Action elements appear in real-time combat against zombies, encouraging skillful dodging and attack timing. RPG mechanics, such as weapon upgrades, skill progression, and crafting recipes, deepen player engagement by rewarding exploration and experimentation. Together, these secondary genres enhance the survival core: combat and progression support the player's ability to survive longer and more efficiently.

The style is realistic with top-down isometric visuals, which support gameplay by providing clear spatial awareness crucial for planning movement, managing resources, and combat positioning. The gritty, practical visuals reinforce the tense survival atmosphere and convey the dangers of a zombie-infested island effectively.

In summary, How to Survive integrates survival, action, and RPG mechanics harmoniously. The primary survival genre drives the player's objectives, while secondary elements enhance gameplay variety and depth. Its style reinforces the mechanics, making the overall experience coherent and engaging.