

# Analysis of Mechanics

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**Title:** Alan Wake 2

**Released:** 2023

**Author:** Remedy Entertainment

**Primary Genre:** Survival horror

**Secondary Genre:** Detective

**Style:** Realistic

## Analysis

Alan Wake 2 is an artsy survival horror experience with detective-like gameplay sprinkled throughout. You take hold of 2 characters - the titular writer Alan Wake and an FBI agent called Saga Anderson. Each of the two protagonists have similar but distinct gameplay. When you play as Saga, the experience is more survival-horror like to reflect her inexperience with the setting whereas when you play as Alan, the game is more focused on solving it's plot and has less of the survival horror feeling. When it comes to the game's survival horror elements it takes major hints from it's genre defining predecessor Resident Evil 4. Just like in RE4, there's limited inventory space divided into cubes, you have the third-person over-the-shoulder camera, collecting of scarce ammunition and so on. The game also innovates on the genre for examples with it's flashlight mechanics. Before you blind the enemy with your flashlight, it takes significantly less damage or doesn't take any at all. When you play as Alan, there are also shadow-like entities that could but don't have to be hostile. You don't really know that before you get too close or shine your flashlight at them. This keeps the experience more thrilling.

The detective-like influence to the game is separated into two sections. Each of the characters has a room in which they do their own detective-like work. You can get into these rooms at any time during the gameplay. For Saga, it's her "mindplace". As a detective she stores all the collected evidence and has a "caseboard". In this caseboard you connect the available evidence there to form conclusions about the main story and smaller side-stories of the game and thus progress further. Alan has his writing room, from which he can influence the situations he's in by rewriting them to further his progress in his quest. This has very interesting gameplay implications: you can rewrite the scene you are currently in and by combining the writing in other scenes in the level you solve the level. This is a very interesting mechanic and it's the first time I've seen something like this in such a high budget game. There is also side content mainly aimed at puzzle solving. The puzzles are quite difficult when compared to other games that have recently released but are rewarding and very satisfying to solve.

The primary and secondary genre don't interact too much I believe, but both greatly enhance the overall experience of the game. The detective work is a great addition to the storytelling and immersion. By doing the detective work mostly themselves, players feel much more immersed in the game and the way the monologues and dialogues are integrated into each of the characters' rooms greatly enhances character building. The survival horror aspect greatly enhances the terrifying atmosphere of the game and serves it's purpose very well.

As a primarily cinematic narrative experience which aims to immerse the player the realistic style has been chosen very well in my opinion. The game integrates abstract imagery into it's style in a great way and often has many "goofy" moments and scenes which aim to ease the experience a bit. None of the funny bits are detrimental to the atmosphere since they are integrated in a way that they have the signature finish style of Remedy games and a bit of an eery feel. They blend really well with the overall atmosphere of the game. Overall Alan Wake 2 in my opinion is a masterclass in story telling and game desing and utilizes the genres it picked to fit into very well.