Analysis of Mechanics

David Zatloukal (xzatlo27)

Title: *Lethal Company*

Released: *2023*

Author: *Zeekerss*

Primary Genre: *Horror*

Secondary Genre: *Cooperative, comedy*

Style: *Dark, cartoonish*

Analysis

Introduction

Lethal company is a game developed in Unity where you can team up with up to four of your friends and collect scrap on moons. The main goal is to collect as much as you can and complete as many quotas as you can. Otherwise you will get ejected from your ship or you will not be able to afford any items or better maps from the shop which plays a crucial part.

Genres

The game utilizes very well its horror aspects. Landing on every moon is usually the calmest part and as the day progresses you encounter more and more monsters. The first time, you hear the monster around you, the second time, you do not know what even killed you from the dark. The scariest monsters are, in my opinion, the bracken which strikes from behind or kills you when you look at him for too long and the coil head which only moves when you do not see them. I have also played on a map where I have encountered no monsters and the sound design combined with the dark hallways kept me on edge.

Lethal company was designed with the intention of cooperation of 3-4 people and the items reflect it. You can buy walkie-talkies to communicate with your friends and guide them to loot from the ship and open closed doors in the facility, shovel to fight off some monsters, a car to transport your loot more effectively or a flashlight so your team can see traps in the dark. Each task is usually fullfilled by one or two of your teammates, because you only have 4 slots in your inventory.

The comedic value is hidden within your crewmembers and the usage of proximity chat which can lead to funny situations, like someone falling out of the map with a cruiser and hearing their voice fade out in the void. The scrap items also enhance the comedic aspect of the game due to items like clown horn and easter eggs. Hoevewer if you bring more people along then it is less scary. The monsters also work great with the voice chat where you can betray your friends in a humorous manner by talking next to them when they are near a blind dog or when you close them out of the ship while they are getting chased by a giant and then hearing them get eaten.

Style

The art style of lethal company is greatly benefical to the atmosphere. From the visual standpoint you can see a usage of posterization and volumetric fog which works great with the dimly lit hallways and the outside. Also the ambient dark music and occasional ambient sound when inside the facility ensure that dark unsettling experience.

Conclusion

Lethal company is probably the best horror game you can buy nowadays and it is also moddable. Everyone should give this interesting twist on the genre a try.