Psychographic Research Into Similar Games

Hollow Knight

What players like:

* The art. “visually stunning”
* Cute characters
* Gothic influences
* High contrast with deep shadows
* Challenge
* The narrative
* Subtle, lots presented through the environment.
* The music
* Atmospheric
* Sombre
* Tight/responsive movement

What players don’t like:

* Save points spaced far apart. Takes too long to return from death.
* “Backtracking for 2-5 mins to get back to a boss or a painful platforming section is simply not acceptable in a modern game”
* Dying Is a point where some players quit due to items lost and time needed to backtrack.
* Can be difficult to know where to proceed. “Aren’t enough signs that I’m making any progress.”

Ori and the Blind Forest

What players like:

* The art
* Cute characters
* “Touching,” “I cried”
* Empathy with characters, vicarious emotion.
* The music
* The challenge

What players don’t like:

* “Trial-and-error” difficulty