# 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
* Exploration

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.”

### Positive reviewer case studies

**User A:**

106 hrs on record.

Also positively reviewed: **OneShot**, Warframe, Momodora, **Furi**, **Dark Souls 3,** Rocket League, Undertale, Chroma Squad, Hotline Miami, Hatoful Boyfriend, **Wolfenstein: The New Order**, Metal Gear Rising: Revengeance, Fez

Useful review quotes: “I'd consider myself to be an avid fan of puzzle games.”

“OneShot delivers dreamlike visuals that remain both inherently familiar and wondrously bizarre.”

“Momodora is a metroidvania. From the very beginning, one will be able to spot little nooks and crannies that lie out of the players’ reach, marking both their brain with a drive to return later and their map with an ambiguous, tantalizingly empty spot where untold reward may wait.”

**User B:**

40hrs on record.

Also positively reviewed: **DOOM**, **Terraria**, **Tomb Raider**, Shadow of the Tomb Raider, Minds Eyes, Warframe.

Useful review quotes: “I have to take points away for jumpscares cause they are pretty cheap.” (Minds Eyes)

“Shooting and killing is fun and feels great, the movement system is fluid and works extremely well with the combat.” (Warframe)

“Playing this game on nightmare difficulty is the most challenging, intense and endlessly fun shooter experience I have ever had.” (DOOM)

**User C:**

146hrs on record.

Also positively reviewed: Don’t Starve Together, **Furi**

Useful review quotes: “I can definitely say this is my favourite game of all time.” (Hollow Knight)

“This game is a learning experience, every time you die, you should learn what you did wrong and how to prevent it next time.” (Don’t Starve Together)

“It has one of the most enjoyable comabt systems I've ever used. the story is light on details but kept me interested and the best soundtrack I've heard.” (Furi)

**User D:**

100.9hrs on record.

Also positively reviewed: Danganronpa V3, Epistory – Typing Chronicles, Celeste, The End is Nigh, Super Meat Boy, Stardew Valley, The Stanley Parable, Sakura Spirit, Geometry Dash, Clicker Heroes, Sleeping Dogs, **Tomb Raider**, FarCry 3, **CaveStory**, CS:GO, Batman: Arkham City, Half-Life 2, **Terraria**.

Useful Review Quotes: “For a platformer to have a story this great was such a bonus to the experience. The music that accompanied the evolving plot was also fantastic, and accurately portrayed the current mood at every given time.” (Celeste)

“The movement and level design/flow is simply beatiful. The introduction of new mechanics is seamless” (Celeste)

“Intutive level design with great flow. Different elements incorproated to make new challenges and experiences. Exploration and item collecting make for great replability through the different levels. Fantastic music that fits perfectly. Responsive and quick controls that make moving around as fun as possible.” (The End is Nigh)

**User E:**

386.5hrs on record.

Also positively reviewed: **OneShot, Dark Souls,** RuneStone Keeper

Useful review quotes: “You're not dying because the game threw 10 strong enemies at you or because they are too strong or you're too weak (you can beat the game barehanded, naked, level1) - it's because YOU did something wrong.” (Dark Souls)

“At any given point in the game, the player has a strong grasp of what their goal is.” (Dark Souls)

“Nice artwork, music and atmosphere.” (OneShot)

**User F:**

263 hrs on record.

Also positively reviewed: Until None Remain, Immortal Redneck, Star Story: The Horizon Escape, Original Journey, Arelite Core, Gatling Gears, Crimsonland, Mekazoo, Zombo Buster Rising, Shiny, Loot Hero DX, Refunct, Book of Demons, Shadow Complex, juju, Buff Knight Advanced, Corgi Warlock, Cornerstone: The Song of Tyrim, Below Kryll, Mighty Switch Force! Hyper Drive Edition, Leo's Fortune, Hero Defense - Haunted Island, Panoptes, Era of Majesty, Turbo Pug, Cross of the Dutchman, Spellweaver, Cally’s Caves 3, Rollers of the Realm, Rogue Legacy, Bard’s Son, Bastion,

Useful review quotes: “Leo's Fortune is one of my absolute favorite platformers.”

“beautiful world design, post-apocalyptic storyline, hack and slash "everything dies" free-for-alls, weapon mechanics, challenging achievements, and an intriguing story with heavy moral choices along the way.” (Bastion)

## 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

## Positive reviewer case studies

**User A:**

28hrs on record.

Also positively reviewed: XIIZZEAL, Rysen, KAMUI, RefleX, **Portal Stories: Mel**, Alltynex Second, Epic Battle Fantasy 3, FEAR, BOT VICE, iCEY, The Hurricane of the Varstray -Collateral hazard-, Giga Wrecker, God Eater2 Rage Burst

Useful review quotes: “Ok... the game... oh gosh, my tears, I can't hold it...” (Ori and the Blind Forest)

**User B:**

15hrs on record.

Also positively reviewed: Adam Wolde, Dead Space 2, Unforgiving, Hellblade: Senua’s Sacrifice, Thief, **Tomb Raider**, Prey, Tiny&Big: Grandpa’s Leftovers, Death’s Gambit, **Portal Storeis: Mel**, Crysis, **DOOM**, **CaveStory**, Dead Cells, **Wolfenstein 2: The New Colossus,** Dishonored, Owlboy, Deus Ex: Mankind Divided, SOMA, INSIDE, GRIP, Castlevania 2 Lords of Shadow

Note: Negatively reviewed Hollow Knight.

Useful review quotes: “The problem with 'Hollow Knight' is one of balancing. Most games of this type have shortcuts that become available, to cut out the tedium of constantly backtracking through areas. It makes the whole point of this constant exploration, and re-exploring of areas, tolerable. Unfortunately they get it quite wrong here.

To begin with you can wander for ages in quite a few directions, eventually end up stuck and then have to backtrack. Pick a new direction, wander for ages....and get stuck. Backtrack....repeat....and again, and again. This is a bit boring. Part of the joy of a game like this is eventually finding the "right way" to progress, but in the meantime it's frustrating and tedious, and they make a big mistake in regards to fast travel.  
  
To fast travel you need to find certain spots, and then make a one off payment of the games currency to activate them. They're not cheap either, and require a modicum of grinding killing the enemies to pay for. That's if they aren't walled off in an area where you don't have the ability to currently access it. And the same goes for save spots too. In a large game, that's moderately tough, you may now have an idea why this is bad design.” (Hollow Knight)

“The controls are responsive, and the platforming gets nicely tricky (though not too frustrating). It also has several really cool "escape" setpieces that are just right for being challenging and making great use of your skills.” (Ori and the Blind Forest)