Emotions brought out from Adventure games.

Awe: a feeling of reverential respect mixed with fear or wonder.

A good way to bring out awe in adventure games can be how the environment can look, as well as interactions with that environment. Another good way is to let an event happen that is not expected, leaving them struck in awe.

Curiosity: a strong desire to know or learn something.

A good way to bring this out is to not give all the information to a player so they desire to learn more about said information. A good example could be a photo that looks clearly torn and put back where it was originally.

Eagerness: Enthusiasm to do or to have something.

A good way to make the player feel eager is to give them a goal that is satisfying/ a goal that would not be too hard to achieve. Another way is to give them freedom so they can be eager to explore as well as interact with the environment.

Satisfaction: Contented; pleased.

To make a player feel satisfied, you will need to make the goal they strive to achieve one that feels good to accomplish. Another way is to have multiple endings depending on how well the player did, so if they did well, they get a good ending which will make them feel satisfaction.

Happy: feeling or showing pleasure to contentment.

To make a player feel happy, you can make an event that feels good to see or complete. Maybe something that is heartwarming. Also, a good ending can bring out happiness like it can with satisfaction.

Sad: Feeling or showing sorrow; unhappy.

A way to make a player feel sadness is to have an event that they can empathies with, one that makes them feeling sorrow. You can do this through story or even gameplay.

Anger: a strong feeling of annoyance, displeasure or hostility.

You can bring out anger by purposefully blocking the player’s path with something they need to back track to complete, but this kind of anger is not the kind you want. The anger you want is to make them dislike a character wholeheartedly. So, you can make the villain one that people love to hate, and such, can feel anger when they do something horrible in the story/gameplay.

Fear: an unpleasant emotion caused by the threat of danger, pain or harm.

You can bring this out by making a player have limited item space, so they must be smart about what they carry with them and what they must leave behind. This way, you can bring out fear because a player can only be so prepared which means that they will fear certain situations. A good example is encountering a boss without any healing items or mana.