What emotions are you looking for the player to have?

1. Anticipation/Tension and release (you do not know what is going to happen, when or IF) &
2. Insecurity/ loneliness

Horror is about a cycle of tension and release, which create anticipation – you know something horrible is going to happen, but you do not know when.

! The build up for the scare is as important as the scare itself.

Usually nothing happening in a game and you just walking around would mean a dead game, but not when it comes to horror, as this is exactly what it brings it up all together.

- BUT WHY? Because the best horror let’s you do the work for it.

- P.T game – great example of building moments of tension and release

- Quiet areas makes people nervous

-the setting itself should not be comfortable (the environment around the player should give him a hint that something is wrong)

-The above is usually followed or achieved by limitating player’s perception (like super dark areas, fog, closed doors)

- threats which are not threats (mirrors, manikins, shadows, sounds of something falling behind etc.)

↑ they keep your brain from feeling safe

Games should tell their story through the gameplay! Narrative should be in every texture, loading screen and menu, but most importantly it should come from the mechanics of the game. Mechanics should teach us about the character and reinforce the plotline.

<https://youtu.be/OyiAR2BXtKU>

<https://youtu.be/KG1ziCvLkJ0?list=PLhyKYa0YJ_5ATCznEwJx794x4RMuYNZLN>

<https://youtu.be/DmV7iugxqEw?list=PLhyKYa0YJ_5ATCznEwJx794x4RMuYNZLN>

I found this channel they have awesome videos comply explaining about all sorts of things. I suggest we all watch at least some of the things from their channel.