Analysis of Mechanics

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Title: Kynseed

Released: 2022

Author: Pixelcount Studios

Primary Genre: Farm life simulation

Secondary Genre: RPG, Sandbox

Style: Cartoonish, Pixel graphics

Analysis

Overview

Kynseed is an indie game released in the year 2022 by an independent studio Pixelcount Studios.

It is, for the most part, a simulation game centered around the player's family farm plot, interactions with non-playable characters, and the surrounding world. As it is characteristic of farming simulation games, it tries to immerse the player into the bucolic environment, allowing many activities such as cultivating crops, fishing, and even running businesses of various types in the nearby villages.

It also implements some RPG elements, such as quests and experience levels. The player can fight monsters in the forest, obtaining unique loot and gathering experience. I believe that adding an RPG element works well in such simulation games, and it is fairly well-implemented in Kynseed. It certainly does a nice job diversifying the flow of the game.

Unique mechanics

One of the most distinctive features of the game, as it is highlighted in the title, is the generational change and the ability to play as members of successive generations of the character's kin. One of the central objects in the plot of the game is the magical acorn that grows into a family tree, that changes with every generation. When the main character dies, be it from the hands (claws, teeth) of monsters or old age, the player chooses to play as one of the character's descendants, once again starting as a young character, living in the world affected by the choices of his or her ancestors.

Graphics and sound

Graphics-wise, the game utilizes cartoonish visuals, which allow to emphasize the characters' features and mood even with the limitations brought in by the choice of pixel graphics. The artistic style plays a significant role in farming simulation games, aiming to recreate the pastoral scenery. With the added element of adventure and fighting in Kynseed it also has to contrast it with the gloomy and threatening atmosphere of mines and deep forests that are also parts of the same game world. I believe that the visual style corresponds well with the main genre of the game, as well as with the secondary genres.

Sound design and soundtrack do a fair job as well, utilizing soft instrumental motifs for nature, often fading away entirely and giving way to natural sounds, like the ruffling of leaves or howling of the wind. The music is more lively for populated and busy areas and has a more martial feel in encounters with aggressive monsters.

Conclusion

Overall, I believe that the primary and secondary genres of Kynseed work well together, with RPG elements supporting and enriching the gameplay that would otherwise lack some of the dynamic brought in by adventure and quests. The visual style does a great job at creating the mood of the game and reflects the changes and contrast in the environment vividly. The soundtrack further enriches the atmosphere, giving in to ambient sounds at appropriate times.