

## **AMNESIA:**

The first game that I drew from in creating my game was Amnesia. In Amnesia, the player can lose or gain “sanity” while playing. You slowly lose sanity when in the dark, or if you character stays still without progressing the story for too long. You can also lose sanity if you see a monster. You can gain sanity back by completing the objectives of the game. This mechanic and set of rules for losing and gaining sanity helps to guide the player forward through the disturbing environment. Without these rules, many players will stall or hesitate for too long for the game to remain fun and exciting – but since the game becomes scarier at lower sanity, you are want to complete objectives quickly to keep the state of the world manageable. This is like the sanity mechanic in my game. You lose sanity whenever you are out of range of a torch. At lower levels of sanity, the “ghost” character begins spawning, and if a ghost touches your character, you lose even more sanity. To regain sanity, you must collect “treasure” which is the main objective of the game. This implementation of sanity creates a bit of a clock on the game, where you are trying to collect as much treasure as you can before you are overrun and eventually driven entirely insane by ghosts. In both cases, however, you are driven to complete the main objective by your decreasing sanity, and rewarded for doing so by an increase in sanity.

Another similarity is the placement of torches and the importance of light. In Amnesia, your character can collect torches which then can be used to illuminate the surrounding area. These torches are somewhat sparing, so it is important to place them effectively to preserve

your sanity. This causes the player to carefully plan each placement and judge resource management as you progress. In my game, you are given a set number of torches with another set number of torches placed around the map available to be picked up. This also will cause the player to focus on careful torch placement, but also to plan how to move across the map. Whether to prioritize torches or treasure will be an important decision for the player to make.

A main difference of these two games is the fact that Amnesia is a 3D game focusing on the story and the world, while my game is a top-down 2D game. This difference, in addition to the lighting and sound of the game, causes Amnesia to play more as an extremely immersive horror game. My game, while also (eventually) including immersive sound, plays more as an arcade game due to the different reward structure and presentation.

### **Slender Man:**

Slender Man requires you to explore a map in order to collect objects that progress the game. As you progress, the clock is ticking on your character. At its core, this mechanic is the same in both my game and Slender Man. The difference is in the fact that you don't know the clock is ticking on your character while in Slender Man. Hiding the fact that Slender Man is chasing your character from the player causes this game to have one of the most memorable jump scares in recent game history – but also enforces a loose timer on the game. It keeps the game from running too long, and creates an arcade-y vibe. The sanity mechanic in my game doesn't produce a jump scare since it is readily apparent to the player, but it does enforce a loose timer on the game in the same way that Slender Man does. Additionally, since both

games hinge on exploring an unknown map in order to find different goals (pages vs treasure)

both games take on a somewhat exploratory feel.