

Aristotle Ducay

Level Design

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## Tells what but not how: Resident Evil 2

Capcom's famous horror game Resident evil can't be more accurate to the words "Tell what but not how" because that is what the entire game does to the player. All of the games do a really great job of giving you just enough bits of information for the player to be able to figure out the various puzzles the game has. For this analysis I will be talking about the 2019 version of Resident Evil 2 because the graphics are a bit more modern when looking at examples.

Resident evil 2 provides various encounters with six different enemies; dogs, regular zombies, lickers, G-virus sewer enemies and the Tyrant, all of which act differently visually which gives the player a hint on how they should handle the enemy or how to avoid them all together. When you first encounter a licker the game tells you that they are naturally blind before providing the player with a clue as to what this enemy is, but does not tell the player how to deal with them. Because of this the player is left with the two options of running into a room see what happens or slowly walk and see if it reacts.

The same can be said for the items that the game has. The game explains how each item can serve a purpose and the item will have a check mark indicating that it is used up,

and can be discarded, but there is no indication of where they can be used. A good example of this is the car key that you get somewhere in the garage area of the Raccoon city police department, once you get it there is a message attached explaining that it will open a police car within the level but does not specifically tell you to inspect and press the trunk button to open the trunk of the car in order to get a pistol with a laser sight on it since it is an optional item to obtain.



When playing through the game it does its best to give players more freedom to solve and find items throughout the level. Sticking to this way of design lets the player feel more accomplished because they are able to figure out where things are and solve puzzles with the minimal help the game gives them.