**ESC**

**First stage of analysis – Erin Mooney**

Begin by taking notes on the following:

* Look and listen in the game: What features (or assets) are helping to create an illusion of exploring a world? How simple or complex are the graphics and media?
  + The scrolling text and the atmospheric music help to get you in character and makes everything seem like it is an actual D&D-like RPG. I think the scrolling text really gets me because it makes me feel like I am actually the character needing to read and memorize all the information before it is too late!
  + It is not a very complex game by any means. It is really only scrolling text with very little change in scenery. You really have no choices at all. You basically type gibberish in real-life and constructed text shows up in-game. This is nice because it takes pressure off the player and developer because the player does not constantly get “I don’t understand, please try again” messages, and the developer does not need to keep coming up with different possible responses that the player could make.
* How simple or complex are the settings in the game? How far can you explore and what makes the settings distinctive?
  + As I said before, the settings are not complex. It is a scroller adventure. But the story is wild, and in the beginning they tell you information like you need to need to know it. They set you up with guidelines and rules, and I almost had a panic attack thinking I needed to memorize all the commands in order for the game to work…and then the text was preconstructed (\*wipes sweat off brow\*).
  + There is no free-roam feature because of the type of game (text-based story scroller).
  + The settings are distinctive because the background changes according to the setting or voice shift (the texts alters accordingly).
* What kind(s) of character(s) are you invited to control? Are you invited to be multiple characters? Or just one character type?
  + From where I’m at, you play as one character who role plays as a character named Raine. She has a personality, but it’s not a big enough personality to suppress the players feeling of being that character too.
  + In a way you play as two characters: the character you play as directly, and the player your character created for the RPG.
* How do you get to know the character(s) you are playing? What details make them distinctive, quirky, memorable, etc?
  + Your character is mysterious and focused. Mysterious so that she can fit any character profile that the player wants, but also focused and ready for action like someone who is actually playing an RPG.
* What kinds of interactions do you have with NPC characters?
  + The interactions are scripted. The character types are easily readable, down to the characters that play seriously, those who metagame, and those who goof.
* How are you challenged as a game player in this game? What are you being asked to investigate, where do you get stuck, and how do you make progress in the game?
  + I am not quite sure what the point is other than to follow the story and hear what the game is trying to say.
  + You make progress in the game by communicating with other members of your RPG group.
  + It is pretty much impossible to get stuck. Though it does not require much of the player, the game is still super interesting and fun!
* What kinds of objects do you interact with in the game? Do you pick up written messages, do you ever need to consume food in the game, do you pick up functional things you need to get other things work?
  + This is not the case in ESC, but you need to interact with others and type responses.
* Where (if ever) do you see the game comment on itself in a meta way as a fictional, constructed system (as a game)?
  + When the screen goes white. The normal text frame is dark grey with white text. However, when you talk to a kind of omniscient character the screen is white with black text.
* Where and how do you see the game respond to or comment on our reality? Or what cultural issues from our world do you see reflected in this game?
  + The white-text voice has a lot of commentary on human behavior. Like how quickly we will abandon and reaccept things. In the world of ESC, there are glasses like Google glasses. They came into play right after normal glasses became obsolete. Though people finally never needed glasses again, they immediately jumped to get the new digital (Google-like) glasses.