

Game Analysis

Killer7

<https://en.wikipedia.org/wiki/Killer7>

<https://youtu.be/oXu8aiASr6E?si=dmA9Izbdf87XqxYP&t=19>

I haven't played this game but have watched many run throughs online and love how the unique design style complements the animations. I grew up playing shooter games so I have a bit of experience with this type of gameplay, although I don't really spend much time actually playing anymore, besides watching friends play sometimes.

First off, I enjoy the way the skewed perspective and illustrative flatness create the third person view, in between the more cinematically animated film noir storylines. Unfortunately, they limit the gameplay to predetermined paths by using restricted movement (on rails), but I would prefer to employ free motion for my main character. The 3D environments are simple yet evocative, as you navigate the different corridors and rooms. The use of typographic elements on screen works nicely with the general design and aesthetic of the game, including the superimposed shooting marks. You can also switch characters by toggling to the menu screen at any time, and have access to the map on the side of the screen. The soundtrack works perfectly with the mood, spooky, electronic, heavy atmospheres and lots of cybernetic sound effects. They also include some fun details, such as how the blood particles explode when shooting an enemy, or when changing characters during gameplay. The levels also include multiple puzzles, which helps balance out the gameplay. The flow is interesting and evolves at a good pace.

In general, I like the game as it is, but if I had to change a few things, it would most likely be the fact that you can only access two POVs. Some of the narration can be a bit long, depending on certain missions. Also, the jagged shards of the map which appear on screen makes it hard to understand, which may be the point. Ultimately, the designers did a great job making this game, even if it has remained a bit of a cult classic. For my own project, I might use some of the scene transitions as ideas, as well as the illustration style and layout for the levels. There is something intriguing about the skewed camera perspectives that I really like, making the game a bit off kilter. Beyond that, I may include interesting voices and effects to complement it all.