

Analysis of Mechanics

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Title: *[No Man's Sky]*

Released: *[9. srpna 2016]*

Author: *[Hello Games]*

Primary Genre: *[Survival]*

Secondary Genre: *[Action adventure, RPG]*

Style: *[Retro futurism]*

Analysis

Introduction

No Man's Sky is an ambitious and continuously evolving title that falls under the Action-Adventure genre, while also drawing heavily from Survival and RPG elements. The game combines these genres in unique ways, with gameplay centred around exploration, resource gathering, crafting, and space travel across a procedurally generated universe.

Primary genre

The survival component is an important part of the game's loop, as it emphasizes exploration, resource management, and survival on diverse planets with varying atmospheres, weather conditions, and hostile wildlife. The player must manage life support systems, gather resources to craft essential items, and navigate alien worlds, all of which reinforce the survival mechanics.

Secondary genre

Action-adventure is rooted in the exploration of many vast, uncharted galaxies, where players can explore planets, fight pirates and more. On planets, they can interact with diverse ecosystems, encounter alien lifeforms, and engage in combat with various creatures or entities. The sense of adventure comes from the sheer scale of the game, which allows players to travel seamlessly between planets and star systems, often with the goal of unravelling mysteries or following many possible story arcs like the Atlas Path.

The RPG elements are more subtle but important, as players can upgrade their character's exosuit, multi-tool, or even starship. There are also four different factions in the game and players can decide which one to help and become their most valued member or the opposite and become their most hated enemy. The most important is that your decisions matter, most of the decisions players make will change the outcome of their story which gives the player a sense of progression and personal impact in this universe.

Game Style

The retro futurism art style, while simple, is vivid, expressive and also expansive, as each planet feels visually distinctive. This abstraction allows for a wide variety of procedural generation without becoming overwhelming or visually inconsistent. While also not being very difficult to create all of the needed art. Furthermore, the colorful style enhances the game's themes of exploration, discovery, and the unknown, ensuring that the player's focus remains on the adventure rather than searching for photorealistic environments and planets.

In conclusion, No Man's Sky effectively integrates its primary and secondary genres to create a great experience, where exploration and survival interweave with light RPG elements to build a universe that feels alive and dynamic.