

Game Review # 3

CS1010

Name: Jesus Otteson

Game Title: The Forest

Price: \$19.99

Genre: Survival Horror

ESRB: Mature

Rating: 83%

Rating Source: Metacritic

Platform: PC (STEAM)

The Forest is a game that my wife always bugged me to play with her. It is filled with countless hours of problem solving tasks and scavenging in an island infested with cannibals that helped strengthen my marriage.

What story is the game trying to tell?

The story begins with you, the main character, having just survived a plane crash ending up on an island in the middle of nowhere. Your main task is to find your son Timmy who had been abducted by a red cannibal and then find a way to get off the island.

Did you like playing the game? Why or why not?

The game is like many other games I have played, it is a sandbox, crafting/horror/survival, much like 7 days to die, but with the twist being instead of zombies, there are cannibals. The only redeeming factor in this game is that you can play with your friends in a multiplayer setting and goof around by building ziplines all over the island to narrowly escape cannibals.

Rate the artistic and creativity for the game? Justification?

There is hardly any artistic creativity in this game. The game uses the same engine as Rust so this game literally feels like you are playing a Rust mod that takes out all the toxic players and replaces them with cannibals that may or may not be even more toxic. There was no creativity besides adding a couple arms to the Rust zombies and calling them cannibals. This game is a step away from an asset flip.

What would make this game better?

AN ACTUAL STORY PLEASE! The story in this game is pretty basic, evil corporation made mutant cannibals and evil doctor needs your son for resurrection ritual. A splash of grey morality and a lot of tree chopping and you have The Forest. I would have included more story, possibly some NPC's to encounter in the game. Give me a betrayal, maybe meet the doctor and find out he has a softer side and is willing to change, but please, something else besides cut tree, explore cave repeat.

What games influenced this game or has been influenced by it?

Like mentioned previously, 7 days to die, heavily influenced by Rust, and Don't Starve. You see a lot of references from movies like The Descent and Cannibal Holocaust.

Describe the game controls (and review them):

The game has standard controls for a pc game having asdw as your main up, down, left right directions. Your action is the left mouse button and your secondary is your right button. It doesn't have anything else revolutionary besides those controls.

What makes the game fair?

The game does have a mechanic where if you are wet or without clothing you get cold and must find a heat source or potentially die. The game also has you manage your hunger and thirst. But as you progress you find items that essentially nullify these few redeeming features.

What makes this game different from others.

Cannibals, that's about it. Which in my opinion doesn't make it different at all.

In your opinion are there any societal effects that could occur from playing this game (good/bad)?

Not at all, this game in my opinion is a bad game. There is no creativity, there is no driving motivation to play it besides just goofing around with my wife and friends. This game is a huge disappointment as Endnight Games has been on huge projects and worked with companies like Disney on their visual effects. I expected a lot more from this game, so the only societal effects could be disappointment and a yearning to get your \$20 back.