

# Things I Hate in Video Games

With Examples and Why I do

## Mechanics and Systems

1 - When my character slows down or completely stops when picking something up; especially in combat.

- Ex: Lies of P. It interrupts game flow at all times and in combat it creates a period where I can't do anything while being attacked. I shouldn't be punished for successfully evading enemy attacks, weaving my way towards an item, and finding the time to pick it up. The enemy can still attack me right after, but I should be able to evade right after as well.

3 - When I'm able to pause the game mid combat encounter to craft items I will use for the same encounter; especially when the game encourages me to do so.

- Ex: Horizon Zero Dawn. In a real life altercation I could never freeze time to make a weapon, doing this in video games takes away from the immersion. I could still be able to craft something in the middle of a fight if needed, but not while pausing the game. Instead I'd have to find a gap in the fight to quickly craft under pressure. Otherwise, games should encourage players to be better at realizing when a combat encounter is coming and to proactively prepare any items they may need.

4 - Similar to above, when I'm able to pause the game mid combat encounter to heal myself.

- Ex: The Legend of Zelda Breath of the Wild. Again, I could never freeze time mid fight to perform first aid, doing it in video games takes away from the immersion. I should only be able to quickly use healing items I have active on hand. If I need more, I could try to find a gap in the fight to go into my inventory to equip more. Otherwise, games should encourage better recognition and preparation for combat encounters as said above.

5 - When I'm not able to pause the game at all.

- Ex: Elden Ring. Although immersion is a key factor in games and not being able to pause and heal, craft, equip, or view maps during active gameplay is good; not being able to pause at all is inconvenient. As much as I want to be engaged with a game, I should still be able to pause and disconnect from the game to tend to my actual life as needed.

6 - When enemies don't have any hitstun, stagger, or any sign of being hit when I attack them; especially when my attack looks like it should hit hard.

- Ex: Black Myth Wukong. This makes the combat feel like it has no weight. Even if it takes out a big portion of the enemy's health, if it's not shown in

any way it doesn't feel real. The exception is when the size and tankiness of your enemy clearly outweighs the strength of your attack.

## Dynamics and Emergent Gameplay

2 - When I have to grind to farm for items, experience, or resources; all needed for progression.

- Ex: Destiny. It slows down game flow and I shouldn't need to do the same mundane task repeatedly to progress my character, power, or story especially. I should *never* have to grind to progress the main story, and if I want to progress my character beyond what is currently offered in the main story, I should have the option to do sidequests which rewards me with that; also giving additional content in the process.

7 - When games only have 1 viable playstyle, or when 1 playstyle is orders of magnitude better than the others.

- Ex: Horizon Zero Dawn (early game, lots of just shooting and crafting). All playstyles and strategies should come with equal amounts of risk and reward. As a player I should be able to choose any playstyle I want and have an equal chance of success or failure. What determines whether I succeed or not shouldn't be the game inherently favouring or unfavouring my playstyle, but my competence in my chosen playstyle to reap the most reward.

8 - When games have long and/or challenging boss runbacks.

- Ex: Bloodborne. Having a difficult route that leads to the level boss is good, it gives games good challenge, pacing, and forward progression. However, once I do reach a boss, my next focus should solely be figuring out how to defeat it. I've already proved my competency in navigating the route, defeating or avoiding the enemies along it, and solving all of the puzzles placed along the way; I shouldn't have to do it each time I want to get to the boss. It slows down game flow without adding any real challenge or content and hinders those who want to progress the game's story.

10 - When games have no fast travel.

- Ex: Resident Evil. Some may argue fast travel encourages players to miss out on fully exploring and traversing across certain areas. To them, I say don't use fast travel in that context then. However, if I've fully explored and completed certain areas, I should be able to fast travel between them. As much as I want to be immersed in a game, explore every nook and cranny, and do sidequests for additional content, I also want to be able to return back to the main narrative as soon as possible afterwards; fast travel allows that. If a game requires players to re-traverse certain areas because new content was placed in it, the game can disable fast travel for that portion and write in a reason why.

## Story

9 - When majority of the story and lore of a game is told through lengthy pieces of text obtained as collectibles.

- Ex: Doom Eternal. Having optional collectibles that have short pieces of text which add "flavour" to the game's story and lore is good, it rewards players who seek to complete everything in your game with extra content. But the key emphasis here is "short pieces of text" and "extra content". I shouldn't have to pause my progression in the game's main narrative to explore every tiny crevice then additionally read an entire essay to get a good understanding of the game's lore and world-building. Instead, these could be shown or told to the player in a more engaging way like optional sidequests and its cutscenes.

11 - When games have no lore explanation to their fast travel mechanic.

- Ex: Elden Ring. Loading up a map or menu then randomly disappearing from one area to another with no explanation or show-how seems like lazy writing. It doesn't need much, it can be as simple as showing Spiderman take the subway like in Insomniac's Spiderman, or showing Link dematerialize and rematerialize like in Breath of the Wild. Just adding a short and simple lore explanation to how the fast travel works adds to the immersiveness, and if needed, makes it easier to write in a reason why it is disabled at some points of the game.