

# Analysis of Mechanics

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**Title:** Don't Starve Together

**Released:** 2016

**Author:** Klei Entertainment

**Primary Genre:** Survival sandbox

**Secondary Genre:** Multiplayer roguelite

**Style:** Cartoon

## Analysis

### Introduction

*Don't Starve Together*, released in 2016, is the multiplayer version of *Don't Starve* (2013), developed and published by Klei Entertainment. While both titles share the same core survival mechanics, *Don't Starve Together* functions as a live-service game and has received numerous quality-of-life improvements and additional gameplay features over time, setting it apart from its single-player predecessor.

### Primary genre

*Don't Starve Together* is, at its core, a survival sandbox game. Set in a hostile world known as "The Constant", the game places players in an unfamiliar environment with minimal guidance. Players must manage hunger, health, and sanity while exploring the world, gathering resources, crafting tools, and surviving enemies and the night alike. As time progresses, players must also adapt to changing seasons, which introduce new environmental hazards and threats. Moreover, the absence of linear progression gives players significant freedom, encouraging them to play at their own pace.

### Secondary genres

As the title suggests, *Don't Starve Together* is a multiplayer experience with roguelite elements. The game features a procedurally generated world and places a strong emphasis on learning through failure. Permadeath is a core mechanic, though it can be mitigated through the use of specific items or structures that allow players to revive fallen characters. Additionally, the developers have started introducing character-specific skill trees, expanding survival options and encouraging long-term investment across multiple playthroughs.

### Style

The game's style is a stylized cartoon with a dark, Tim Burton-inspired gothic art style. Characters, environments, and animations are exaggerated, contrasting with the game's often brutal difficulty. The audio design is minimalistic, featuring eerie ambient sounds and the use of string instruments that reinforce the unsettling atmosphere. This style supports the game's horror elements and creates a persistent sense of unease, particularly during nighttime.