

I have basically done everything on the walking dead. I have read their comics and have seen their TV show. The game holds up to both media but in its own way. The comic is the original work that started the addiction to a zombie apocalypse. The TV show series is a good adaptation to the comic book but it doesn't follow the same story line that the comic book does. The game does stick to the storyline somewhat but it gives the viewer something big that the others doesn't. It gives the audience a chance to add in there own input into what the main character does. The game is more interactive in that aspect that it allows the audience to not just be a third person watching, but to become the first person in the game having them make the difficult decision. This is what makes the game very successful and very fun to play.

The Ludic of the game is a bit complicated, it is very playful in some aspect but it does have understandable restraints. The game allows for players to add there input on what the character gets to do or say. In some parts it allows you to explore the environment. The restriction to this is that when your exploring you can only go so far. The character can't go somewhere completely different and come back to the scene. They are in a way trapped in that one section. Also the amount of decision is limited to four things, and some options may not be what the player wants to do, making them have to settle for what's there. The game lets player have decision but it's a bit of an illusion considering that whatever decision you make will take you back to plot of the game. It doesn't wonder way to another storyline. However even with these issues the game is still fun to play, and to make these changes will either move away from the game or change the point of it completely.

The Aesthetic of the game can either break the player from the magic circle or draw them in. The art used for the game is called shell shading. This style of art helps to create a more believable drawing of a human. With dark outlines lining the expression of the characters facial features, helps it to look realistic but still look like a cartoon, which is what they are. However in a game that is about humans can seem very blocky or have robotic movement that can take players out of the game. This isn't so much a problem to me because the creators of the game wanted the style of the game to look like this. Allowing it to almost look like a comic book. The only way to fix this is by just accepting the art style and going with it.

The Ethical parts of the game for me are very good. It's very interactive and fun to play with. I can see some of the games issues. But the thing is that there is no game that fills a players needs. Every game has its good points as well as its bad. It is very difficult to create a game to please every player and that has no mistake. But it's easier to create a game that you would be proud of and that the audience that you are targeting enjoys as well. For the many restrictions that the game has it does a very good job at making the game fun and visually pleasing in my opinion. The question then is, is there a game that fills all of a players needs with no mistake?