



Project Winter

Key Weaknesses and Feedback Analysis

KEY WEAKNESSES



Missing clear
Gameplay
objective



Teddy not
Essential



UI completely
diegetic



Unclear
Level and
Map layout



The Creature
doesn't
represent true
danger



MISSING CLEAR GAMEPLAY OBJECTIVE

Currently we have only a Story Objective and a weak Gameplay Objective suggested by the Teddy.

- No clear direction, footprints can support the objective pursue but don't provide a strong enough motivation.
- The player can get bored without a strong gameplay objective
- Level Design and Progression Design really difficult without a clear objective.

Possible Solution: A simpler more concrete objective

A clear gameplay objective should have visible progression and add depth or new mechanics and elements to the gameplay.

Ex: Find your son and what he left behind/ Find memories of your family to rebuild your home/ Find components and fuel to rebuild your car and leave the mountain.

UNCLEAR LEVEL AND MAP LAYOUT

The current level and map structure brings hard challenges that can steal time and make the player feel lost

- The same map looping is a waste of effort;
- Requires multiple effective Level Design solutions;
- No clear reference point and milestones to the player.

Possible Solution: Single denser map

- A single map dense with objectives, points of interest and references simplify level design and create a finite gameplay loop and progression.
- Promotes exploration, creating familiarity with references in the environment.
- The creature behaviour can be more manageable and create high tension situations can be easier.
- More...



https://www.ign.com/wikis/dragon-age-origins/Signs_of_the_Chasing

Sign of Silence -
Renderise Game Studio

the torch has gone out! The darkness is here! The

Hellblade - Ninja Theory

Follow my voice. Come back.

TEDDY NOT ESSENTIAL

The Teddy doesn't represent an essential enough gameplay element.

- The "monster radar" function overlap with creature vicinity character physical feedbacks;
- The usefulness of the Teddy is weakened by the footprint marginal role; (Explore or lead?);
- All its functions are "weak" and ineffective.

Possible Solution: Give a single fundamental function.

As for the objective, the story role alone is not enough to elevate the Teddy as essential. The Teddy needs a unique fundamental **life saving** functionality.

Es: The Teddy act as an emergency tool to prevent an incoming creature attack or run for your life.

Alien Isolation - The Creative Assembly

radar.com/alien-isolation-how-guns-and-human-enemies-make

THE CREATURE DOESN'T REPRESENT DANGER

The creature fails to represent an actual danger for players

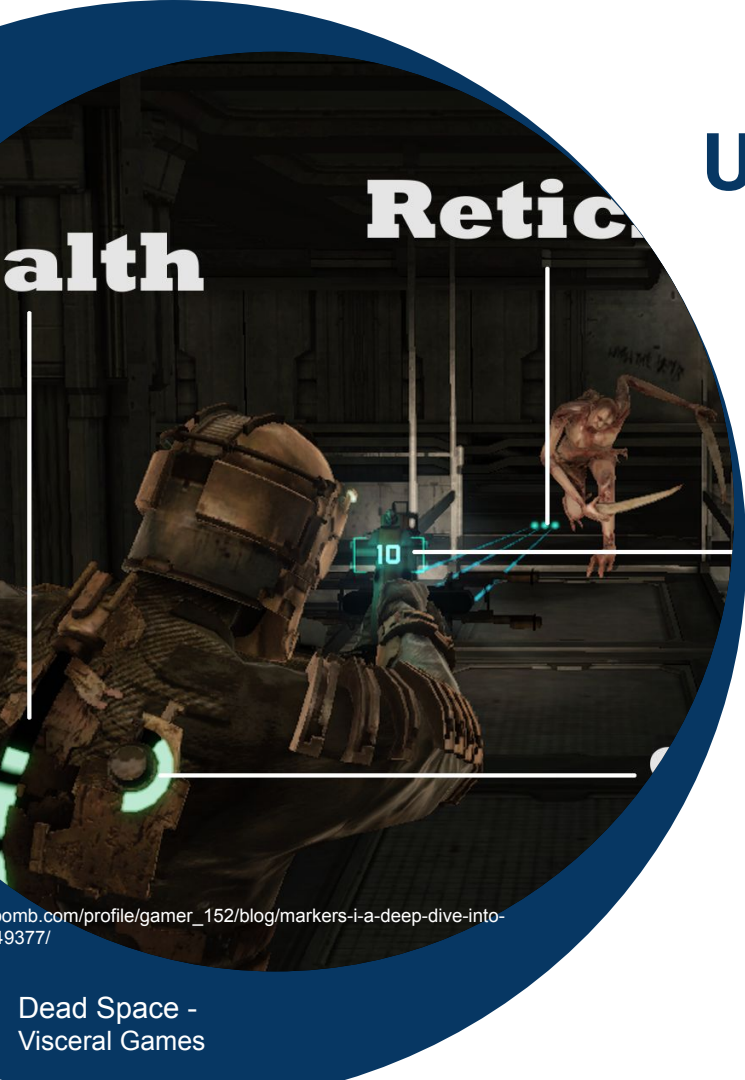
- The creature doesn't have remarkable effects on the player;
- Manage a completely invisible creature is hard and either needs concrete effects on the player or on the environment;

Possible Solution: The creature existence constantly reminded to the player

- The existence of the creature should be obvious to the player;
- The pressure coming from the creature should be constant OR in some instances but very impactful;



Slender - Parsec Productions



UI COMPLETELY DIEGETIC

A completely Diegetic UI brings some challenges.

- Currently we have no way to show the player clothes integrity in an effective way.
- Also we have no way to display when and how clothes get repaired as well as how much fabric they need;
- We didn't decide how much we want the player to know about its conditions.

Possible Solution: TBD.

This is just to highlight the problem, meetings and discussion with the team is needed to resolve the issue.s

http://gamb.com/profile/gamer_152/blog/markers-i-a-deep-dive-into-19377/

The background is a dark, atmospheric illustration of a snowy mountain cabin at night. The cabin is a multi-story wooden structure with a steep, snow-covered roof. Several windows are lit from within, casting a warm, yellow glow. A person in dark winter clothing is walking away from the viewer on a snow-covered path in the foreground. The path is flanked by a rustic wooden fence made of vertical posts. In the background, there are snow-covered evergreen trees and a large, dark mountain peak. The entire scene is framed by a large, dark blue triangle that points upwards, with the white background of the slide visible on the sides.

**Analysis and Document
by**

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