

Genre Analysis: Survival Horror.

Horror is defined as, an intense feeling of fear, shock or disgust. While, Survival is defined as, the state or fact of continuing to live or exist, typically in spite of an accident, ordeal or difficult circumstances. Combined Survival Horror is a genre in video games where the player have to survive difficult situations with intense feeling of fear. Some of the elements that make a game survival horror are, exploring, surviving, puzzle solving and story. But these games have a different approach of magnitude, well as have a different MDA (Mechanics, Dynamics, Aesthetics), which makes them unique in their own way. Slender and Deadly premonition have been compared to find similarities and differences, but in overall define the survival horror genre.

Exploring is a major part of these games. In slander the player is given task to explore and find pages, while in deadly premonition Mr. Francis York Morgan is assigned to solve a murder of a girl by exploring and finding clues laid around in the game world.



Slender



Deadly Premonition

The player have to survive the attacks from enemies with in the games. In Slender the player has to avoid the Slender Man who hunts the player down after the player has found the first page. And in Deadly Premonition the player has to void getting caught by the enemy and defend themselves with weapons.



The story is also a major part of a survival horror genre as the player is curious to find out what is happening. In Slander the pages found reveal the properties or traits the Slander Man has. While in Deadly Premonition the player finds clues, which trigger cut scene to reveal what might have happened in the crime scene.



Slander



Deadly Premonition

These three elements work side by side to give the player Horror feeling as well as encourage the player to survive for what's next to come.

The magnitude of approach for slander is Design Centric, where the player has to find pages in the dark. And with each page found Slander man becomes more active in the hunt of the player. While deadly premonition has Player or Gameplay Centric approach, where the player has to interact with different objects to get clues, which then leads them to another event within the game.

MDA or the Mechanics, Dynamics and Aesthetics when compared are different between both the games, but the overall Framework remains the same to cause player intense feeling of fear and encourage them to survive.

The Mechanics for Slander is a First person explorer where the player has no offensive abilities and has to survive the Slander Man by avoiding contact or evading him. Where as in Deadly Premonition the player has a third person view of the character with shooting and melee Mechanics to defend and survive the attacks of enemies.

The Dynamics in Slander keep the player on the run and avoid the Slander Man. As the player collects the first page the game starts to play music and increases the fog effect to gives the player intense feeling of being chased by the Slander Man. While in Deadly Premonition the player gets the feeling of intense fear when the enemy spawns in numbers and the airy feel of the textures and environments in the game levels keep things Dynamic.

The Aesthetics in Slander gives the player a feeling of Challenge and Narrative, with the exploration at night with only a flash light and collection of pages, which in its own way tell a story. And in Deadly Premonition the player gets a feeling of Fellowship, Discovery and Narrative, where the player has to explore and find clues to find out what happened to the murdered victim.

In conclusion, the genre of Survival Horror gives the player of intense fear and with elements of exploration, survival and storytelling make the game fall into Survival Horror.