**DEAD SPACE 2 GAME ANALYSIS**

**CORE CONCEPTS**

**GENRE and SETTING**

The game is a Science Fiction, Survival Horror, Third Person Shooter. The game is set in Titan Station in orbit around Saturn’s moon “Titan” and continues the story of the protagonist, Isaac Clarke from Dead Space 1. The station is then beset with the Necromorph problem, a problem which is prevalent in this universe, where it turns its victims into Aberrations of themselves complete with sharp limbs and characteristics which will damage or prevent the player from going further. The game guides the player through the story through hologram dialogues with NPCs on where to go and what to do. Certain enemies are introduced during the progression of the game. The game in turn teaches the player to familiarise what these creatures sound like to help them identify what they are up against.

**CORE GAMEPLAY**

The games core gameplay is to sever the limbs of the “Necromorphs” in order to kill them. Unlike traditional survival shooters which players usually aim for the head to kill enemies, Dead Space utilizes a unique way of dealing with its foes. The player shoots at limbs instead of the head in order to nullify his/her enemies. Ammo conservation is also a must as ammo is scarce and limited to each weapon. The player can buy ammo from a store which is located within certain parts of the ship but this action sacrifices the opportunity for using the money on upgrades and better suits, which can have a huge impact on the player later on in the game. The kinesis module mechanic helps the player to conserve ammo by picking up sharp objects throughout the game and launching it towards enemies, this mechanic is explained in detail in the next segment.

**CORE AND UNIQUE MECHANICS**

**Kinesis mechanic**

**HOW IT WORKS:**

The Kinesis mechanic in the Dead Space series is used to suspend heavy and light objects within the game created by the Kinesis module. This mechanic provides a unique way of dealing with enemies as well as interacting with different items found within the game.

The player uses kinesis in a simple way. This is aiming at the desired item/object and pressing the button assigned to the kinesis key, which is “F” in PC. This will in-turn pick up the desired object/item. The player then holds the object by holding the right mouse button which is also the aim button.

Limbs, javelins, pustules, and other large objects like tables and blunt objects can be launched towards the enemy by pressing left click.

Kinesis in game is used in a variety of different ways. The primary use of the kinesis module is to move or pick up objects around the game environment. This includes moving objects out of the player’s way and picking up ‘power cells’ for specific locations. It is also used to reach far away objects/items that the player can’t reach.

The game shows the player on-screen instructions to use the Kinesis ability on large objects by showing the players the GRIP ENABLED symbol as shown. Large objects usually have this symbol and the game only allows players to move large objects if this symbol is present.



**GROWTH:**

In Dead Space 1, the player encounters an NPC which gives them the kinesis module. An on-screen instruction then shows the player how to use that ability. This is also the case in Dead Space 2 and 3 but there is no NPC encountered.

Kinesis can also be used to kill enemies. In Dead Space 2, players can impale enemies using sharp objects lying around the game such as Javelins, thus impales and sends them flying towards the nearest surface. Players can also tear of sharp limbs from enemies and use the kinesis module to pick it up and throw the limb at them. Impaling does massive damage to the enemies and sometimes kills regular enemies outright. However, the kinesis module cannot be used to tear off enemy limbs. Glowing pustules from certain enemies can be torn off and used as well. This mechanic of impaling was only introduced in Dead Space 2 and has subsequently been used in Dead Space 3 as well. This ability helps the player develop to conserve more ammo as they can use certain objects to kill of enemies throughout the game.

As mentioned before the Kinesis module cannot be used on living things. However, in Dead Space 3, players can stand on plates during the late phases in the game, which enhances the player’s stasis and kinesis abilities, allowing them to tear off limbs outright from enemies.

In addition to the kinesis system, the player can pick up blunt and large objects like crates to throw at enemies to stagger them, putting them out of the fight for a short amount of time. Large objects can also be used to block incoming enemy projectiles.

**RULES:**

* Enemies that pretend to be dead are not affected by kinesis, living things are not affected by this mechanic.
* Not all objects are affected by kinesis. Only certain objects are affected, primarily:
  + Javelins
  + Limbs
  + Power Cells
  + Inventory Items e.g. ammo and Med-packs
* Large objects, e.g. train cars, can only be moved if they have the GRIP ENABLED symbol, which allows players to use the kinesis module on it.
* Kinesis module is limited (depends on upgrade), players can use Kinesis packs to recharge the module



**Stasis Mechanic**

The stasis mechanic allows the player to slow down the enemy for a couple of seconds (time of stasis depends on upgrade of the module). The player aims at the desired target for stasis and presses the stasis key within the keyboard/controller to apply the effect. However, this effect doesn’t prevent the necromorphs to do damage. If they come close enough to the player, the player will take damage.

It also allows the player to slow down fast-moving machines, e.g. Giant Rotating air vents blocking the path, in order to progress through the level.

**RULES:**

* The stasis module only works on live enemies
* Enemies affected by stasis still do damage
* Large machines that are affected by the stasis module are only affected if it’s in a puzzle-esque scenario. The player encounters these scenarios throughout the game and are often identified when the character is in dialogue with someone.
* Stasis module is limited and can be recharged using stasis packs. Amount of Stasis is dependent on the upgrades the player invests in the ability.