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Game Idea Development

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My Favorite Game

I have a lot of games that I enjoy to play. Anywhere from Bioshock to Battletoads, but if there was one game that I have to tell anyone to play it would be Silent Hill 4: The Room. I have never in my life been so afraid to play a game. There were times I had to shut this game off it scared the crap out of me so much. The lighting, the sound, even the different environments there honestly was not one thing that didn't scare me about this game.

The reason behind this game being so scary is that it isn't a pop out at you type of scary, this game is a psychological scary and I think that is a freakier kind of scary. Enemies aren't hiding from you pretty much as soon as you enter the place of Silent Hill you are faced with enemy upon enemy. The enemies in this game are creepy with the way they sound, walk, and even look sure the battle sequences aren't as good as some of the boss battles in other survival horror games like the Resident Evil series, but in Silent Hill 4: The Room you honestly don't need that because the biggest battle you fight is with yourself and that can be the biggest boss battle you ever face. Another great thing about the game is the sounds. You walk into a forest and you see an enemy which is a ghost in the form of a human and you can not kill him, but if you get too close to him he grabs you and starts draining you of energy with a disgusting slurping sound. The walls

when you visit the apartment level are bleeding blood and you can actually hear it dripping onto the floor and sliming down the walls it really is one of the best sounding games I have ever played. The last favorite of mine is the people you encounter. In each level you have to help one person, but the sad thing is with the way the story is made these people die to help build the 21 Sacraments which is a holy ritual in to the main enemy. Every person you meet will eventually die and it is sad because you somewhat get a bond between them.

This game doesn't really have a concept and I am pretty sure it does not have a theme as well. The thing you have to think about is do survival horror games really need a theme? Concept maybe, but theme there is no way it could have one the game is way to survival based. Concept though is to stay alive and figure out why these strange occurrences are happening and try to find a way to stop them before you and the one person you actually care about to save die.