HOLLOW KNIGHT

Higher beings, these words are for you alone.
Hollow Knight is a 2D sidescrolling action game, focused on combat and platforming. The main story is told in a cryptic manner through the environment and dialogue. However, Hollow Knight also presents many side stories through its colourful cast of non-player characters (NPCs) to convey the main theme of the game to the player, who play as the stoic, silent Knight.

"Find and follow your purpose in life."
The game conveys this theme by inviting the player to identify with its NPCs.

This is achieved by having interactive NPCs with emotional and dramatic stories. The player character is devoid of emotion and interaction, making it an extension of the player.

The epic plot type is most suited to action games and their protagonists. That does not mean that it is the limit.

Writers can weave in elements of epistemic and dramatic plot types into an action game to drive home a certain statement, and increase the interactivity of the narrative.

Poster by Loh Chang Zhen
from DigiPen Singapore
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