



it takes two



Optimistic Realism

Despite *It Takes Two's* unfailing positivity, it can still be grounded and representative of realistic situations. There is no happy ever after, just acknowledging that new perspectives were found. This is done without detracting from the harsh reality.

Parallel Mechanics

It Takes Two's changing mechanics follow whatever dynamic the two are focused on during that part of the game. Because the player's agency is through these abilities, their learning is more in line with the characters'. This is another element of why the two are so relatable to the audience.

Bickering in Gameplay

It Takes Two eventually presents the players with a torture chamber, locking one inside and the other with the controls. This is a lopsided psychological valve that adds to the feelings of the victim in a way that reflects the experience of May and Cody.

