

## LESSONS

- TELLING A STORY WITHOUT WORDS CAN CREATE A MORE IMPACTFUL GAMEPLAY EXPERIENCE.
- SUCCESSFUL HORROR GAMES IMPACT THE PLAYERS EMOTIONALLY.
- COMFORTABLE PLAYABILITY IS ESSENTIAL FOR THE BEST PLAYER EXPERIENCE.

## ENVIRONMENTAL STORYTELLING

THE LITTLE NIGHTMARES FRANCHISE IS OFTENTIMES ASSOCIATED WITH THE GAME OF HIDE AND SEEK, WHERE YOU MUST RELY ON STEALTH AND THE ENVIRONMENT TO HIDE FROM VARIOUS ENEMIES. THE LORE OF THE GAME IS NOT STRAIGHTFORWARD AS THE GAME IS DIALOGUE-FREE, AND PLAYERS MUST USE CLUES FROM THE ENVIRONMENT TO ASSEMBLE THE OVERALL STORY OF THE GAME. HAVING DIFFERENT CHAPTERS FOR EACH ENVIRONMENT HELPS CREATE A COMFORTABLE EXPERIENCE FOR THE PLAYERS.

## OVERVIEW

LITTLE NIGHTMARES II IS AN ALLEGORY OF FEARS AND PSYCHOLOGICAL DISORDERS IN THE REAL WORLD. BY USING THE THEME OF ESCAPISM AND BY TAPPING INTO CHILDHOOD FEARS, THE DEVELOPERS UNFOLDED THE REAL NATURE OF EACH CHARACTER, PLUNGING INTO THE PSYCHOLOGY OF DIFFERENT PERSONALITIES.