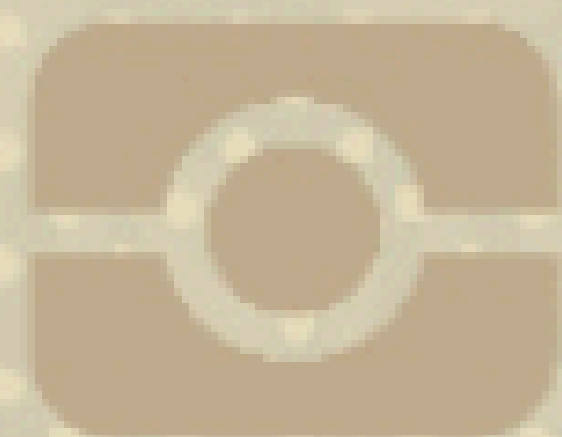


# Is This PEAK?



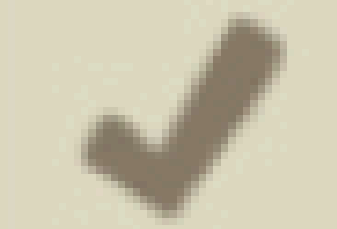
[zac.b.millman@gmail.com](mailto:zac.b.millman@gmail.com)

An Analysis by

**Zac Millman**

Game Narrative Review  
**GDC 2026**

University  
**Drexel**



## **Better Together**

By intentionally designing every aspect of the game, from the lore to the core mechanics, around working together the PEAK developers solve a core issue of "friendslop". In a genre focused on having fun with your friends, PEAK stands out as a game fully focused on shared fun.

## **Joy in Simplicity**

PEAK's simple core loop lets the players focus on the story they are building with their friends. The fun comes from solving a seemingly simple puzzle together, and all of the joy that comes with it.

**THE PATH TO THE PEAK IS PAVED BY THE PLAYERS, AND THE NARRATIVE IS FUELED BY THEIR IMAGINATION**