



# DEAD SPACE™



# Basic Information

**Game Title:** Dead Space

**Publisher:** Electronic Arts

**Genre:** Survival Horror

**Release Date:** Oct 13, 2008

## Price

- Release Price: \$60
- Current Range: \$10 - \$20

**Platforms:** PC, Xbox, PlayStation

## Minimum Hardware Requirements

- Memory: 1GB
- GPU: NVidia GeForce 6800 GT
- CPU: Intel Pentium 4 @ 2.80GHz
- Size: 8GB

## Recommended Hardware Required

- Memory: 2GB
- GPU: NVidia GeForce 8600 GT
- CPU: Intel Core 2 Duo
- Size: 8GB



# Game Summary

## Overview

Horror survival game in the year 2508 where Isaac, the protagonist of the story, heads off to a ship to investigate and repair. On arrival, odd occurrences start to happen that causes the ship to start failing more and the crew start acting weirdly while alien creatures start to appear.

## Player's Role

Isaac's role is to try and fix the entire ship while investigating the origin of the event that lead to the destruction of the ship and missing crew members

## Storyline

While Isaac heads off to repair the various parts of the ship, the crew start to go missing and alien creatures start to appear on the ship. Isaac uses his Bolt Cutter to dismantle the creatures in order to survive, until he gets his mission objective and investigate the origin of these creatures.

As Isaac gets closer to the origin of this event, he encounters more resistance. He then finds out from entry logs left by the crew members that the origin was a Red Marker they found on a planet that they tried to bring abroad to study. The Marker cause the crew members to go crazy when close to it.

# Game Summary (cont.)

## Gameplay Mechanics

3rd Person Shooter

- Limited Ammo
- Find Ammo from Searching

Each Weapon has Strengths & Weaknesses

- Depends on Enemy's Shape & Size

Recharge Stations

- Stasis Ability to slow down Enemies

Health Packs

- Keeps the Player careful of Health
- Can be scavenged or bought from Store

## Upgrades (Store)

Upgrade through Credits and Power Nodes

- From Searching Environment
- Power Nodes can also be purchased from Credits

Armor Upgrades (Power Node)

Health Upgrades (Power Node)

Weapon Upgrades (Credits)

- Various Bolt Cutters and Flamethrower Ammo
- Health and Stasis Packs

## Scoring

The only "Scoring" Mechanic in the game are Credits and Power Nodes. There is no leaderboard or any similar system

# Game Summary (cont.)

## Installation

PlayStation (PS Store)

XBox (Microsoft Store)

PC (Steam / Origin)

## User Interface

Player UI

- Has no HUD
- Gets the player more immersed
- Weapon Ammo on the Weapon
- Health is on the Character's Back
- Status Levels on Character's Back

Can display Path when Lost for Objective



# Artwork & Screenshots

## Screenshots

The Game is pretty old (2008) so the screenshot quality isn't all that for today's standards, however they show the premise of the player's perspective.



# Game Summary (cont.)

## Sound and Music

The Music is very eery which sets the mood of abandonment that is on the ship

When the Player is in danger, the music gets more ominous; such as when an Enemy attacks

The enemy sounds creep up, which gives the player a sense of entities looking at the player or that there is an enemy nearby. This keeps the Player alert

## Special Features

The player has a Stasis Feature that allows them to shoot a shockwave which slows down the enemy for a couple seconds. This is mainly used to precisely hit certain locations on the enemy to deal more damage or slow them down

There are enemies that don't go down unless burned, keeping the player thoughtful of what to use



# Game Summary (cont.)

## Manual / Tutorial

There is no manual to the game. The game guides the player through the Tutorial Level as part of the first level

## Bugs Experienced

While playing through the game, I was too terrified and on the edge of my seat to notice any minor bugs

## Known Bugs

On Chapter 4, on one of the two elevators if you stand in the Corner and aim up, you fall through the floor and won't die.

## Mostly Bug-Free Experience

There are a couple Bugs that can be found online, however, in my experience (3 Playthroughs) I did not notice any bugs. The game is pretty polished and well-tested for a 2008 Game





# Game Review

## The Good

Really fun and immersive game that any player can pick up and play.

A Good Horror Genre Starter for players that want to experience Horror-Type Games

The Environment blends in with the Story

Gets the Player questioning all their actions and makes them paranoid, as the developers intended.

The game rewards you for exploring the game environment. You find Credit and Power Nodes, which help the player Upgrade and find additional Lore to the Story.

## The Bad

There aren't many bad aspects of the game from my perspective.

Not for Non-Horror Players.

The Game's Sequels died out and missed the fun, excitement, and paranoia feeling that the first Dead Space offered.



# Game Comparison

## Comparing to Sequel and Resident Evil

The eery element that defined Dead Space 1 started to fade away in Dead Space 2 and 3.

The game began to lean towards Alien-Shooters and less Horror-Survival and reduced the deep story and paranoia element that Dead Space 1 had.

Resident Evil was more of only Horror. Dark with a flashlight and a pistol. More Horror than Action.

## Better or Worse?

Even though sales were still high for Dead Space 3, the Dead Space Theme faded away.

Resident Evil Storyline is much more compelling than Dead Space's.

## Appropriate Audience

Interestingly, the Audience that the game brought in were not only Horror Fans. There was a new mix to the game, which brought in 3rd Person Shooter and Story Driven fans.

The Age Rating given to the game is R, due to Strong Blood Violence, Profanity, and Strong Horror. Personally, I think the age rating is perfectly fine for ages 15+, whom want to experience an Action Packed, Horror, and Story Driven futuristic game that keeps you on the edge of your seat.

## Design Mistakes?

With Dead Space 1, the genre and idea of the game was relatively new, which made it somewhat the first of its kind, therefore, I don't see any Design Mistakes. However, with the sequels, the developers lost the special element that they had initially with the Action-Horror Story.

# Summary

## Worth Purchasing?

The game is worth purchasing for players that want to experience what made Dead Space so special for Horror fans or as a getting started to Horror games. The game is old, 2008, so it's cheap and is likely to work on most modern hardware.

## How can it be Improved

If Electronic Arts was to reboot the series and focus on the elements that initially defined the game, then I think that would spark the Horror genre games and possibly compete with modern top Horror titles like the Resident Evil Series

## Strengths

- Action to Horror Balance
- Scarcity of the Ammo
- Weapon Balance
- Replayability (3 Max Playthroughs)

## Weakness

- Sequels
- No Game Reboot

