Game Analysis

Left 4 Dead 2

What makes the game good?

The gameplay is the strongest aspect of the game, as it is an easily repayable game due to how no match will ever be the same, the story was strong and the characters where memorable, even the sound effects within the game are easily recognisable if played outside of it.

What makes the game bad?

The online players tended to make this game worse, due to the community being rather toxic, whilst this isn’t inherently the games fault, the lack of a non-friendly fire mode for the longest time made this a notorious problem.

What roles would’ve been needed to make it?

Creative director: Would have been needed to decide what does and doesn’t go into the game.

Project manager: To ensure that the game came out on time and that everything was running smoothly with production.

Designer/Designers: They would design everything integral to the game, such as the environments and enemies ect, they are very necessary within the game due to the graphics intensive (at the time) gameplay.

Concept artist: Would be needed to create the concepts of the iconic zombies and characters within the game, such as the Tank enemies design.

Art director: Would have been needed to decide which character/environment designs would be put into the game, integral as they would decide what the enemies would look like, (important in a game like Left 4 Dead 2 where the enemy designs are very recognisable.)

Environment artist: Needed as they would create in game assets from the concept art of the concept artist, such as a gun model being created within game, very important again.

Animator: To create the animations for the player, enemies, environment ect, very important to the game in the regard that the game has many different animations, from the guns reloading to the enemies walking, attacking, running, idle ect.

Sound designer: Would be needed as they would bring life to the game through sound, they would create a lot of the iconic piece of sound such as the “TAAAANK” audio ect, helps add to the emersion.

Audio Designer: They are needed to adjust the sound effects based on the environment, such as if a gun is fired underwater ect.

Composer: Rather important as they create the sound track (which is one of the things that make the game so recognisable.) and help create immersion.

FX Artist: Could be used for things such as the gun muzzle flash, smoke signal, blood splatter, many things that help immerse the player into the game.

Writer: Helpful as they could write some of the dialogue that the characters say in certain situations, such as when a special infected turns up, or a cutscene plays, ect.

Lighter: Could be useful for the lighting within the game, such as flickering lights, when the shading changes on the characters and enemies/guns ect, helps build the effect that the game is realistic.

Legal: Would be very useful post production to ensure that the game wouldn’t be struck down or claimed by others due to its use of real-life things, such as branding ect, also helps to make sure that the game would be eligible for its selected age rating.