**The forest analysis**

They updated the textures during early access as the game was made and made the graphics look better for an indie game they are amazing the environmental artists did a good job in that part. The lighting made the game look good but only when under the trees when your outside and its weirdly bright however when you’re in the caves it is dark they did darkness right it gives the sense of terror by running around blind and not knowing what’s around the corner. The UI helps the player with the crafting inspect which makes it accessible to everyone. The game does a great job at immersing the player into the game and giving them true survival horror. The sound design is amazing it captures the ambience of the environment around the player and it adapts to where you walk and accurate with the bird sounds.