tell_me_why

GENRE:	**NARRATIVE ADVENTURE**
RELEASE DATE:	**2020**
STUDIO:	**DONTNOD ENTERTAINMENT**
ANALYSIS BY:	**NOE ARNOLD & RAHEL GAMMA**

1. GAME DESCRIPTION

Tell me Why is a narrative adventure game by Dontnod Entertainment released by Xbox Game Studios in 2020. Most of the events take place in 2015 in Alaska and the focus of the story are the twins Alyson and Tyler Ronan, who go back to their parents' house and have to deal with events from their childhood, especially Tyler.

Trailer:

https://www.youtube.com/watch?v=4KVrL_xirEk

Walkthrough:

https://www.youtube.com/watch?v=D9vr6WYQFVc

2. SOUND DESCRIPTION

“There is a particular atmosphere that permeates the game, both in the vast natural landscapes and the time-weary indoor spaces, that was fun to embody through the music.” -Ryan Lott (composer of the music for Tell me Why)

In the story of “Tell me Why” the characters are caught in a complex psychological state, which is beautifully represented in the audio for the game. Reverberations of the past, a quest to unfold a bewildering secret, and the power and intimacy of an indescribable connection make the story full of conflicted emotions, which are captured in sound design.

2.1 ATMOSPHERIC SOUNDTRACK

The environment and movement of the characters in the game are fairly close to reality and form a well done atmosphere, which is accompanied with a soundtrack a big percentage of the time. The game captured the coldness and nature of Alaska well and builds up a great scenery with multiple environmental background noises. This harsh weather in-game can be overwhelming at certain points, for example when the character is walking outside and its hard to hear anything besides the wind, which adds credibility but takes the attention away from other sounds.

Example

Forest Atmosphere	Here the player is outside exploring the forest.	The wind is quite loud, drowning out the other sounds.	tmw_atmosphre.wav

3. Sound im Raum

Beschrieb wie/wo die Sounds im Raum angewendet werden evtl. Feeling….

3.1 fjgherigheigh

Genauere Analyse oder eso

4. Fazit

Fazit

5. Vergleich zu Return of the Obra Dinn

WIRD KOPIERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!¨

Sound Design im Vergleich

Allgemeines.

UI Verlgeich

Beschreibung des UIs und Vergleich beschreiben

Titel	Beschrieb	idk	Button
Titel	Beschrieb	idk	Button

Player Interaktion

Beschreib

Titel	Beschrieb	idk	Button
Titel	Beschrieb	idk	Button

5.1 Fazit Vergleich

Fertiggggg

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