

Fall Term

Do you, like me, you'll probably fall in love with the story of The Woods. A game that can best be described as a kids cartoon for children 18-25.

Night in The Woods is a single player story driven game released in 2017 by Infinite Fall and Secret Lab studios. That centers on 20 year old Mae Borowski who comes home from college to find a very different town than the one she left.

The whole game is done in a 2-D art style with all the characters being story book like cartoonish animals. But under the games adorable skin lies a deep and enthralling dive into mental health issues, depression, living as a queer individual in society and the trails of trying to find a place in the world.

All of the characters have such rich personality that they end up feeling like real people that you want to see succeed.

Ultimately that's the games greatest strength and it's what makes it feel and represent the real world as much as possible. While the platforming sprinkled in for good measure. However this game is dialogue heavy and besides a few mini mechanic breaks thrown in, there's not much else to the game.

That's not really a bad thing if you enjoy more land back experiences instead of more traditional games. But that lack of mechanic richness can be a steep curve to get over if you're not already use to it. Plus I hope you like games that are also books, because this one has so much reading involved.

But this lack of complexity in the mechanics end up making the game much more open for anyone to play, and I can't recommend you do that enough. The game has representation for so many historically underrepresented groups. From representing mental illness and depression in an accessible light, to a realistic gay people and relationships. The diversity in America and all the different opinions and perspectives that we have as a country, all in a game with an ending that will make you think.

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