

The Dead Space Remake summary.

The dead space remake has in a lot of ways been a great remake of one of the best survival horror games ever made. With it being able to keep what made the original Dead Space great while adding more to the overall game experience. With some writers and game journalist websites claiming it is one of the best remakes to come out in recent years. Personally I find it difficult to relate back to the original as I've never played it. But from what I've heard and played I can confirm that yes, the new Dead Space game is great at following the original while being able to add. This is a summary/evaluation that goes over not only my experience but how others have experienced the game and goes over its ability to scare compared to other horror games, as well as its storytelling and gameplay as well as how well it recreates the original.

Personally, I haven't finished the game, not to it being long but I just haven't had the time to sit down and finish it. But from what I've played I can say that the game does a great job of terrifying its players. Which for a horror game should be the norm but in most situations the game gets stale pretty quickly resorting to cheap tricks to try and scare the player. Things like jumpscare are scary when planned well but most horror games have a massive problem with telegraphing their horror so the effect is lost. With Dead Space I just haven't gotten that feeling, the horror is done well and really tries to scare the player with more than cheap tricks. For example, there's a scene where you see a doctor performing what looks like surgery on a patient and it looks good until she turns around and slits her throat and it turns out that's what she did to the patient as you got there, which when you just type it out doesn't really feel that scary but the atmosphere (We'll get to that later) allows it to not only scare you but goes to show you how bad the situation is in your current environment which is on a space station overrun with creatures which presumably used to be human. There are jumpscare which as I said earlier can be done well and in the case of Dead Space are done amazingly with them being few and far between but done spectacularly. So in my opinion the horror in the remake is an improved version of an already all-time great.

The story of Dead Space is done well, with your main character Issac being sent to the planet cracker USG Ishimura which has gone dark with his wife being onboard the station, however quickly you discover something is wrong with the grotesque and dim atmosphere and are then surrounded by horrific monsters. He goes to figure out what happened while trying to find his wife. Rory Mellon from TomsGuide says it best "It's a simple but highly effective sci-fi horror story that tips its cap to many classic movies of the genre including Alien, The Thing and Event Horizon". One big change from the original is that in the remake the main character Issac actually speaks and it makes it feel that we are playing someone who is actually a part of the story. So in a lot of ways, I think the game improved the story while keeping it classic.

The gameplay in the remake is almost entirely unchanged as the remake wanted to truly capture and improve on the original. From how enemies and bosses were fought to the weapons available. Matt Cabral from CNN says, "As you attempt to systematically separate Necromorphs from their arms and legs, you'll strip away their skin, bone and muscle. But more

than simply turning our stomachs, the graphic flaying can reveal an enemy's weaknesses — like an exposed organ — as well as indicate how close they are to drawing their last breath." This type of gameplay is required as well because the enemies will not die from a simple headshot and they must be dismembered so they can no longer harm. You use mining tools as your weapon and those type of weapons combined with the combat system is a really satisfying feeling. Sections in zero gravity were improved upon in the remake with you being able to fly around freely instead of jumping between points. Overall I feel that the gameplay is as close as possible to the original while being able to improve in certain areas.

Some people and journalists, however, have some negatives to the game which include the fact that Issac speaks which for purists was a big no-no. Some also found that the inclusion of an optional setting that tells you when disturbing moments are about to happen was taking away from the horror aspect and sure, maybe that's a good point, but the fact that it is optional should make it a null point.

I see the Dead Space remakes as one of the best remakes of all time when it comes down to following the original whilst also trying to improve upon what the original had done so well. Its horror, story, and gameplay have all either been improved or unchanged which in the case of dead space means it was an incredible game.

Sources:

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