

After playing **Life is strange** i observed a multiple-choice game ending in one outcome. After changing my decisions multiple times – game element based on time travel, the act of no consequences itself emerged in one final ending regardless.

In this game you´re able to see every outcome of every decision and change your mind. There´s never an ideal outcome in any of these decisions. You can choose many alternative timelines and even the game difficulty based on these decisions, but the outcome is always the same.

After two and a half episodes (and for the rest of the game, which is 5 episodes) the game changes genres from coming of age story to something leaning to thriller.

Life is strange is a a narrative adventure game with a classic telltale design – navigating a 3d world, interacting using context-sensitive buttons, solving simple puzzles and a lot of dialogue.