

# What Remains of Edith Finch

Narrative driven first-person experience about death

# Experiences

- Uncovering the mystery "curse" of the Finch family.
- Learning about the last moments of your family members from **their** perspective.
- Playing through a moving story that will change your perspective on death.
- Target audience are casual gamers or people who want to experience game more than "play" it.

# The mementos sequences (little stories)

- Triggered by interacting with shrines built for the family member.
- They are what drives the player to play the game.
- They often switch-up the gameplay, so u don't get bored.
- These stories you play are played from perspective of the person who wrote the memento (so they might not be accurate). This opens up the whole game for interpretation.
- = they are enjoyable and never feel like a chore.

# Gameplay

- Walk and look around -> Find a memento of a family member -> Play as "them" -> repeat.
- The stories switch up the gameplay, so it's unique for each story.
  - For example:
    - Playing as an owl = flying through the sky and scouring for prey
    - story progresses only when players snaps pictures of core elements in their surrounding.
    - (second person perspective) you play as a child in a bathtub, but you control his toy frog.

# Storytelling

- Environment storytelling
  - Exploring the Finch family house and finding remnants of your family members.
  - Environment often foreshadows events of upcoming little stories.
- Playing through stories about your relative's last moments.
- Narration from Edith herself. Using floating sentences, that also guide the player through the house.

# Conclusion

The game takes around 3 hours to finish. I have played it once and then watched someone else play it for this analysis.

It is well crafted game that took several years to develop despite being only 3 hours long. And it did pay off.

Player has one clear goal in mind the whole game – learn about the Finch "curse". The game's core game loop are these little stories that you get to play when you interact with a memento for your family member. The stories always end in death of the character that you are playing, but are well-written and shake up the gameplay.

What Remains of Edith Finch's laser focused direction, well-written characters, family stories and great environment storytelling kept me engaged from start to finish.

At the end I'd had a whole different view on death. It is a game that makes you feel something. That something was weird kind of peace for me.