

## NO MAN'S SKY

### **Action adventure**

- FPS combat, starship combat
- Storyline – solving a mystery

### **Survival**

- Crafting and upgrading your equipment
- Mining and collecting resources
- Building your base
- Maintaining your exosuit – radiation, heat, oxygen

### **Sandbox**

- „Endless“ universe
- You make your own goals

After all these years and updates, I just decided to test the game for the first time. I spent around 20 hours in it and it feels like an adequate mix of everything. You can see dozens of small game loops all the time. Collecting resources, crafting better upgrades for yourself, your gun, your ship, vehicle ect. The game is basically endless with more planets to explore than there really are in our galaxy, which means there is a big factor your personal decision about what to do. You can start grinding the best equipment, you can follow the storyline, you can study alien languages, hunt space pirates or spent dozens of hours on building your perfect base.

The possibilities are what makes this game so special. There is something for almost any kind of player while you are not forced to do something you don't want to.

I will definitely delete this game and never play it again as I like my life.