

BLIND ENEMIES



Death Stranding

'BEACHED THINGS'



<https://youtu.be/jLZZE7yKsxA?t=120>
[DEATH STRANDING - BT Battle](#)

The world of Death Stranding is long **abandoned and empty**. Society as resided to life underground and the Icelandic inspired nature doesn't do much to fill the emptiness either.

It therefore quickly becomes apparent **why** the world is populated with **enemies** that **don't see**. Because there's barely anything for the player to hide behind.

Instead the BTs **detect 'life'** which is arguably very similar how other games deal with sound but with a few diversions. Things like **movement can still be detected**, just like hearing, but **mechanical sounds** from your tools **aren't** as this isn't 'life'. This gives a very **tight design** as the player is in full control of the things that alert (such as walking or breathing but not their ordadek used for scanning the environment).

Traits

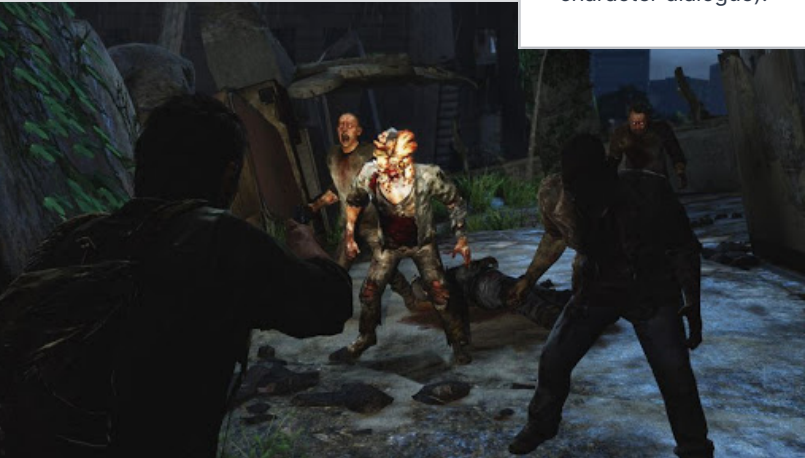
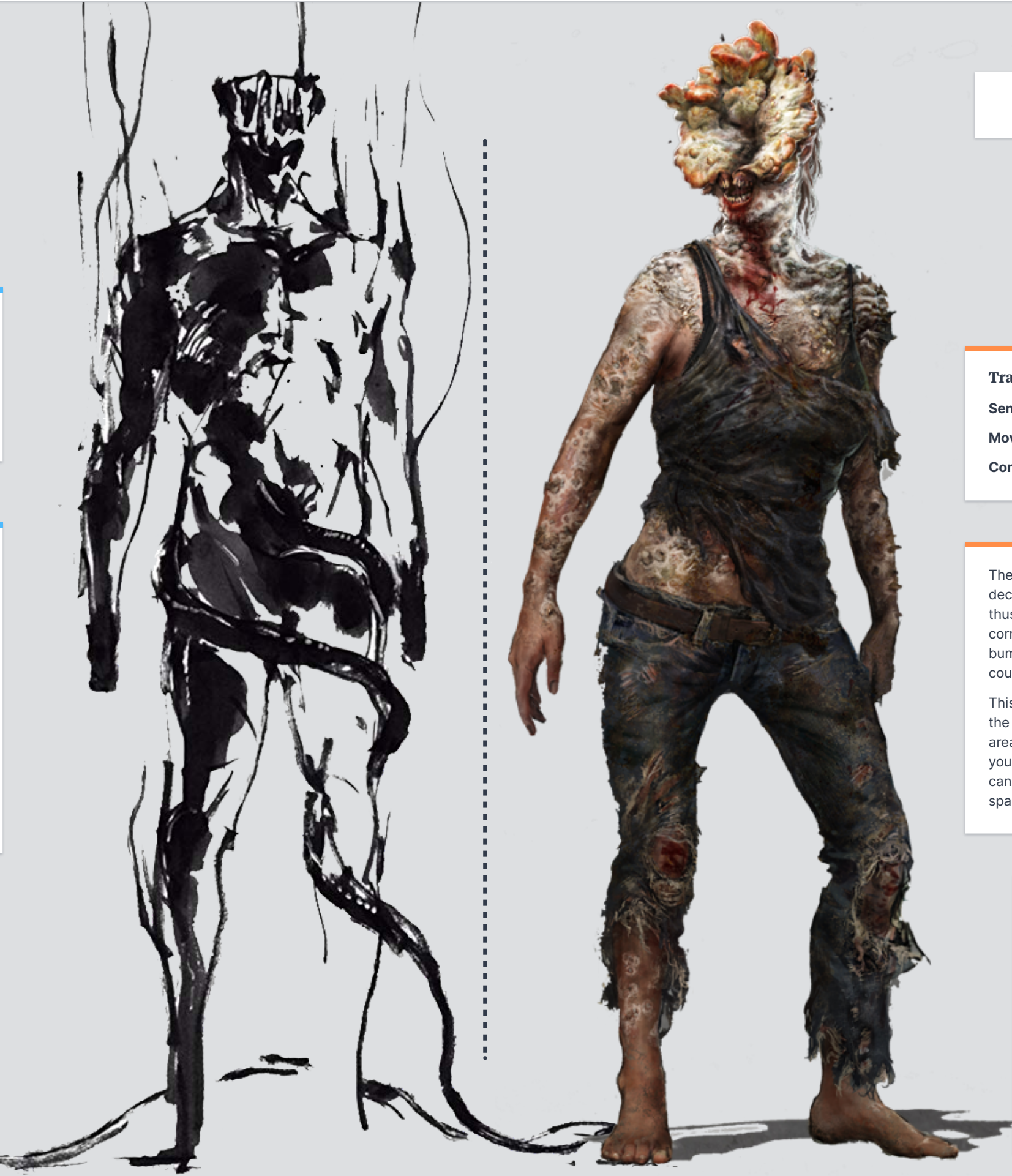
Sense: 'Life'(very similar to hearing)

Movement: Stationary flotation, only moves when alerted.

Combat: Alert and restraint

The BTs do have one more trick up their sleeve. They might **not see you**, but **neither can you see them**. Or at least.. sometimes, the BTs are **only visible** when you're **standing still**. This is not only a trade off but it also further enforces the player to move slow by rewarding them with additional info.

To **prevent** the the experience from **becoming unfair** the 'ordadek' always senses the BTs. This however only gives info about the **distance to the closest entity**, meaning that for a more long term plan you'll still have to rely on other abilities.



The Last of Us

'CLICKERS'



<https://www.youtube.com/watch?v=YeEYhkHe>
[The last of us - The ultimate guide / tutorial to clickers](#)

Traits

Sense: Hearing

Movement: Roams around in area

Combat: Will destroy you if alerted

The basic **reoccurring dynamic** from this is decision to move or wait. Wait, be silent and thus unnoticeable but you run the risk of be cornered and being detected by an enemy bumping into you. You can move, but that of course means making sound.

This is later further pushed by combining the with infected that **can** see in the same area. This often means you'll have to time your waiting even better as the ones that can see may limit the windows of hiding spaces being viable.

Speaking from personal experience; these 'things' are tense. There's something that really stirs up that **inner conflict** when maneuvering through a Clicker room while swinging your flashlight around.

Although the concept is very simple, the execution result in tense moments. By **slightly altering** from the player's mental model on enemies a great deal of **'muscle memory' gameplay is removed** and the player starts **second guessing** their actions.

The clickers seem to primarily get **alerted by direct player input** (such as movement and firing a weapon for example) and less so by things the player has less control over (opening a bag as an inventory or even character dialogue).

Stefan Kwak, 08/03/2021

Time in Game;

Death Stranding: 70+ Hrs
The Last of Us: 20+ Hrs

Image/Content Sources;

[Momen221](#)
[Arisocrat](#)
[The art of 'Death Stranding'](#)
[Kojima Productions/Sony Interactive Entertainment via Polygon](#)