

“We need to kill gameplay” says Ex-People Can Fly dev

The Astronauts developer Adrian Chmielarz, former dev of People Can Fly, explains why developers should “kill gameplay” in order to create a more memorable experience in videogames.



When a new game developer starts, it's not the expectation that one of the revelatory design ideas is to kill gameplay. But that's exactly what Adrian Chmielarz, [former developer at People Can Fly](#), is thinking in his [blog post](#).

“If we understand gameplay as something that a challenge is a crucial part of, then none of these moments features any gameplay. You just walk, or swim, or ride a horse, but that's it. You cannot die. You don't make choices that have any long term consequences. No skill is involved. There is no gameplay.”

He concludes that if players want to experience a game that aims for a “deeply emotional” experience, gameplay must be cut, citing The Walking Dead as his example.

“Does it mean that if you want a deeply emotional game, you should drop regular gameplay, with all its *core combat loops, gameplay mechanics* and other voodoo? Yes. Any proof for that hypothesis? The Walking Dead, for example.”

This might be a subtle clue of what kind of game experience The Astronauts are looking to give us in their first game. This would certainly fall in line with their goal of creating unforgettable worlds, and most certainly their statement mentioning that their game is “hard to compare to anything else out there.” Clearly, the experience is what The Astronauts are going for, but then the question comes to mind: What is a game without gameplay?