



[Cover Image]

Dying Light: Deconstruction

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Game Deconstruction

High Concept

Dying Light is a first-person open world action survival game. Blending elements of exploration, parkour, combat, and survival, the game puts players in the role of an agent sent into Harran, a city ravaged by a viral outbreak and overrun by zombies. To survive, players must complete missions, navigate the infected urban landscape, and gradually uncover the truth behind the crisis.

Gameplay Loops

Core (Primary) Gameplay Loop

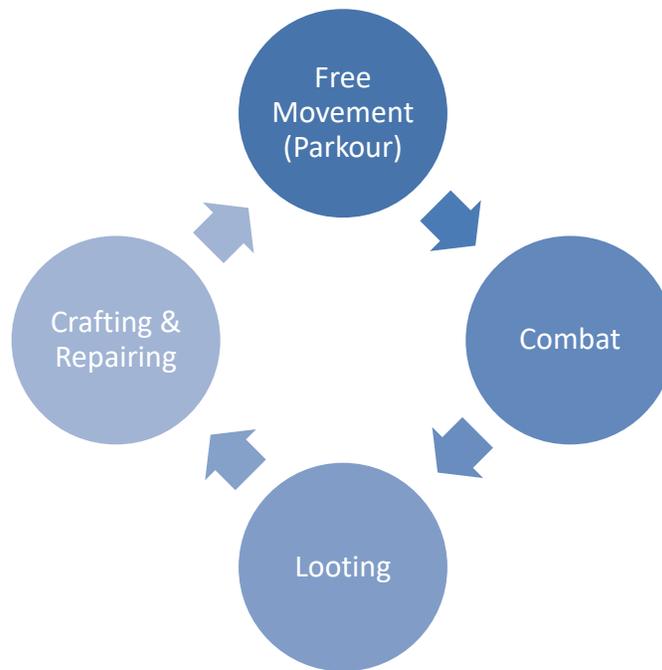


Figure 1: Primary Gameplay Loop [1]

Secondary Gameplay Loop



Figure 2: Secondary Gameplay Loop [1]

Tertiary Gameplay Loop

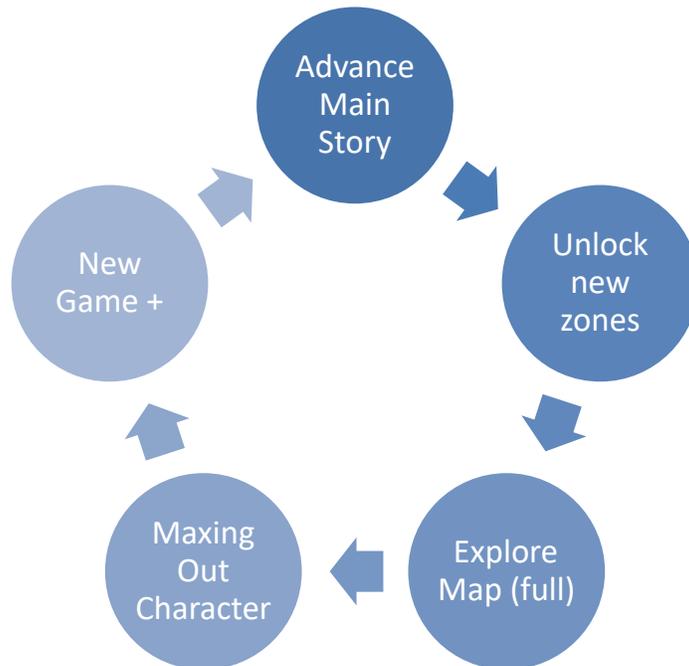


Figure 3: Tertiary Gameplay Loop [1]

Game mechanics

Weapon System

Dying Light primarily focuses on melee weapons. Players must gather blueprints and materials to craft or upgrade weapons. By modifying weapons, they can imbue them with different attributes, enhancing their effectiveness against various enemies.

While firearms exist in *Dying Light*, they serve more as ranged support rather than primary combat tools, as gunfire tends to attract infected.

Main Type	Type	Range	Damage	Fire Rate
Melee	Knives	Short	Low	Very Fast
	Machetes	Short	High	Fast
	Swords	Short	Medium-High	Medium
	Axes	Short	Very High	Very Slow
	Hatchets	Short	Medium	Fast
	Hammers	Short	Medium	Medium
	Sledgehammers	Short	Very High	Very Slow
	Bats	Short	Medium	Medium
Firearm	Pistols	Long	Medium	Medium
	Revolvers	Long	High	Slow
	Rifles	Long	High	Fast
	Shotguns	Medium	Very High	Slow
	SMGs	Medium	Medium	Fast
Bow	Bows	Long	High	Slow
	Crossbows	Long	High	Slow

Figure 4: Weapon List [2]

Enemy System

In *Dying Light*, there is a diverse array of enemies, and daylight also affects their behavior. For example, infected enemies are weaker during the day, moving sluggishly and easier to evade. At night, however, they become stronger and more agile. Additionally, players must face special infected (such as Volatiles) after dark.

Human enemies have relatively stable attributes and have melee and ranged attack methods. However, Gunfire will attract infected.

Although nighttime poses greater risks, the rewards for players are also significantly higher.

Type	Attack Style	Movement (Daytime-Night)
Biters	Melee	Slow - Medium
Viral	Melee	Fast – Very Fast
Volatile	Melee	N/A – Very Fast, Jump
Bombers	Explosion	Slow - Slow
Screamer	Draw in other infected.	Static - Static
Demolisher	Melee	Slow - Slow
Human Enemies	Melee/Ranged	Medium

Figure 5: Enemy List [2]

Movement System

The movement/parkour system in *Dying Light* is one of its core gameplay mechanics. Through map design, skill upgrade system that complements this movement system, it creates a highly free, skill progression driven action experience for the player.

Skill	Features
Slide	Quickly navigate through narrow passages, maintaining speed while recovering stamina
Jump	Jump Gap, overcoming obstacles
Climb	Climb to higher ground to avoid ground infected, gain vision, and move along walls
Grab ledge	Hang from the ledge after sliding/jumping off a rooftop to avoid death or fall damage

Figure 6: Player Movement Skill List [2]

Crafting System

Dying Light's crafting system centers on Blueprints, players must collect blueprints and materials to create weapons, consumables, traps, and other items.

Melee weapons degrade with use and need repairs, which are limited. Also, some rare blueprints can grant weapons additional elemental status effects (such as burning, poison, shock, etc.).

Co-op System

Co-op mode allows up to 4 players to team up online for PvE. Players can explore the world together, complete main and side quests, clear infected, and take part in challenges.

Mission 7: The Saviors

Pacing and Level Flow

Varied Environments

This mission combines a wide range of different environments. At the beginning, the player must perform a parkour sequence across rooftops. Next, they engage in melee combat on relatively open ground near the tunnel entrance. The action then gradually shifts into the confined spaces of the tunnel. The mission also introduces a distinctive underwater sequence where the player must evade an ambush.

In one ravine, the player faces a group of common Biters along with a heavily armored Goon. Here, the player can choose to fight or use parkour to escape.



Figure 7: Combat in the Ravine [3]

Diverse Enemies

This level integrates both melee and ranged combat. The presence of a lot of human enemies requires players to rely on ranged weapons in the mission.

Conveyance

Color

Pipes and ledges painted in bright yellow marks where players can climb out of the water or ascend to higher levels.



Figure 8: The Yellow Marked Pipe [3]

The white arrows guide the player in the direction.



Figure 9: The White Arrow [3]

Lighting

After crawling through the pipe, players will see the illuminated exit, indicating the next objective.



Figure 10: The Illuminated Exit [3]

Leading Lines

The densely packed pipes and platforms on both sides indicate climbable routes for the player



Figure 11: Leading Lines [3]

Where could they improve the level?

This quest is linear and has only one route, leaving limited opportunities for players to explore or creatively solve problems on their own. Players who are accustomed to the freedom of *Dying Light's* open world may find the freedom here restricted. More branching paths (such as route variations in sewer) or some other approaches could be added.

References

[Cover Image] "Dying Light: The Beast is Out on August 22nd." Accessed: Sep. 15, 2025. [Online]. Available: <https://gamingbolt.com/dying-light-the-beast-is-out-on-august-22nd>

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