

Donkey Kong Country (1994, Super Nintendo), Rare. **GAMEPLAY MODE**

1. Composition



Tangible space	Full screen
Intangible space	Banana count is layered over tangible space
Negative Space	None

2. Ocularization

External

Zero-Ergodic

3. Framing mechanisms

Anchor : Subjective

Mobility : Connected

4. Plane Analysis

	Agents	In-game	Off-game
Graphical materials	Pre-rendered 3D	Pre-rendered 3D	Pre-rendered 3D / Raster
Projection method	Orthogonal	Orthogonal	Orthogonal
Angle of projection	Horizontal	Horizontal	Horizontal



Notes:

Although it is a decently atmospheric and colorful case for 3D polygons as the future visual direction of the industry at the time, *DKC* operates as a classic platformer.

As the player navigates in a relatively uniform and flat (both mimetically and ergodically) space, the eye tends to keep busy with the horizontal line and the range of jumping opportunities. Of course, fast scrolling parallax constructions can hide some navigable treasure troves that are a bit harder to notice (as in this picture). The counter intuitive pleasure of platformers, it seems to me, is that we desire to navigate those spaces in which we don't immediately believe or tend to expect anything from.