Utilization of Elemental Tetrad in Comparative Analysis on Original and Remake of Resident Evil 4

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Abstract—**Video game is particularly known as an interactive media designed to present entertainment among its targeted users. While being released from time to time, there comes the desire to present the outdated games to the modern audiences, hence surfaces the trend of video game remakes, which recently presented through *Resident Evil 4* that serves as the newer version to the original one released in 2005. To give better understanding of the games, there is *Elemental Tetrad* which emphasizes on four elements like *Mechanics*, *Story*, *Aesthetics* and *Technology*. In this research, *Elemental Tetrad* is utilized to analyze both versions of *Resident Evil 4*, diving deep into how the game elements are implemented by the games while also highlighting the advances presented in the remake version compared to the original one. There are various differences of both games, such as the existence of more new mechanics, the expanded story and characterizations, slight change in the aesthetics to accommodate the realism of the remake, with all are enabled through the usage of latest RE Engine.**

Keywords—*game analysis, remake games, Resident Evil 4, comparative analysis*

I. INTRODUCTION

Video game is one of various interactive media that exist in industry nowadays. Among its variety of purposes that is presented in each title, it is mostly intended to present entertainment for its targeted users. Due to that, there are numerous elements brought in the game, such as the use of mechanics, aesthetics, and even story in line with the technologies implemented in it. The titles also come with different genres like action, adventure, or even the combination of both. In order to bring innovation towards the game industry, various subgenre also conceived, such as survival horror which is the subgenre of action or action-adventure that implements numerous qualities of horror media, spanning from disturbing visuals, startling combat sequences, to the existence of lone protagonists [1].

The light of success on survival horror subgenre comes from the release of *Resident Evil* game series, particularly with the appearance of *Resident Evil 4* [2]. Trying to revolutionize the series through the more action-oriented representation in overall, this game ultimately brought the series to recognition among the gaming industry and become one of the most best-selling games in the entire series [3]. From the celebrated title, there comes other titles which brought the same formula, such as *Dead Space* [4] that is using the setting of outer space and the existence of extra-terrestrial monsters to stimulate the horror aspects for the players and *The Evil Within* [5] that included the element of suspense through the representation of mysterious world with hideous creatures lurking around the world and endanger the protagonist's life at every moment possible.

On the other hand, there are also certain instances that made the games outdated, which breeds the desire to remake the older games. The remake of games comes with many forms, like the revision of narrative with homage to the original title, enhanced visual representations, and the more complex game elements implemented in the newer game [6]. The remake trend currently surfaces in video game industry, with one example of *Resident Evil 4* [7] which continues the trend established on the remake version of *Resident Evil* [8] originally released in 2002, *Resident Evil 2* [9] and *Resident Evil 3* [10]. The remake of the game garnered critical acclaim during its release, one calling it a masterpiece [11], another saying that this version presents a much better representation than the original [12] and one saying this remake is one of the greatest games of all time [13].

As a way to analyze the difference between the two versions of *Resident Evil 4*, there is Elemental Tetrad which can be utilized in the game design process. The Elemental Tetrad focuses on four elements, such as Mechanics, Story, Aesthetics and Technology. Mechanics is an element that describes the game, like the goal of the game and how to achieve the goal, along with all the actions possible to achieve it. Story itself concerns the events unfolding in the game which come in various forms, such as linear and branching. Aesthetics element centers around the look and feel of the game, considered to be important due to its direct relationship to the players' experience. Technology element emphasizes on the material and interactions which is used to make the game itself possible [14].

In this research, we would like to compare the differences found in two main versions of Resident Evil 4 [2, 7] with the use of Elemental Tetrad, breaking both games down in terms of game mechanics, story, aesthetics, and the technological advances brought by the games. From the result and

discussion put in this research article, we hope that there will be various research which breaks down the advances brought by numerous video game titles in the industry. The analysis from this research onwards can also be used as an insight to the game developers who want to develop games in the future, particularly the games brought survival horror as the subgenre.

II. METHODOLOGY

In this section, there are explanations regarding the Elemental Tetrad used during the analysis of the games. Furthermore, this section also covers the actions taken in this research, such as the steps and constraints put to limit the scope of the research, with the overall research flow can be seen on Figure 1.
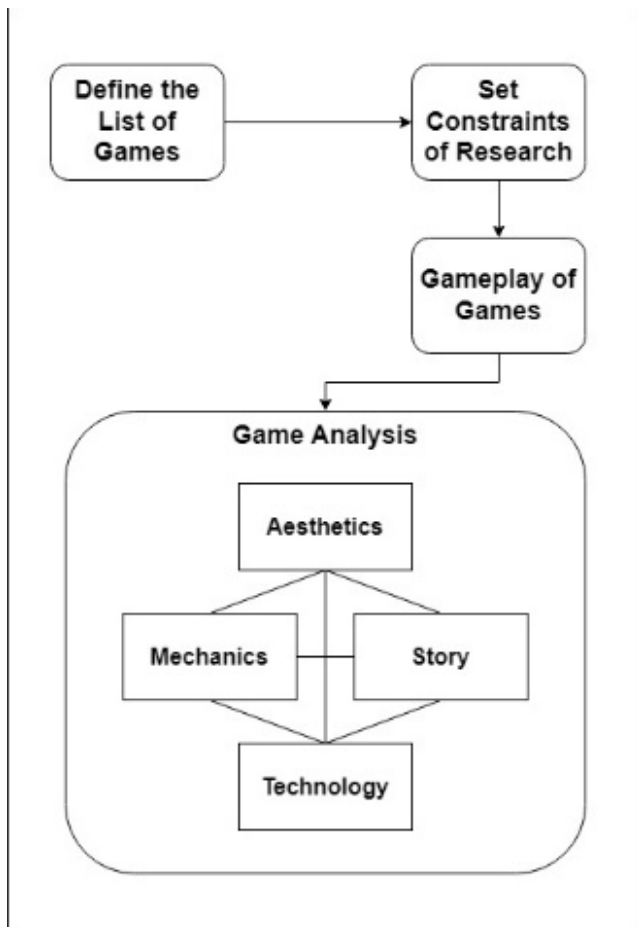

Fig. 1. Research Flow

A. Elemental Tetrad

Elemental Tetrad is a framework devised to support the game design process. The framework itself emphasizes four main elements of the game, such as Mechanics, Story, Aesthetics and Technology, with each element meant to be essential part of the game. Mechanics discusses how the games can be played, with Story provides the narrative aspect to make the player immersed in the game, Aesthetics concern around what players can see, hear, and feel during gameplay, and Technology covers the technical aspects that enables the other elements to be put in sync. Due to that, those elements are considered important, and each element is influential towards the other elements, making the four elements should be treated as equals and be put in harmony as shown on Figure 2 [14].
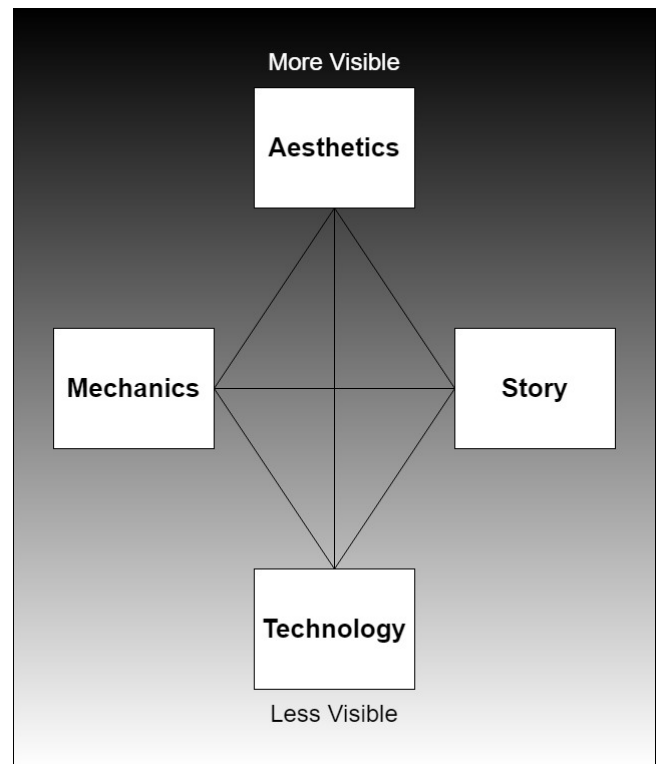

Fig. 2. Elemental Tetrad [14]

The first and foremost element mentioned in Elemental Tetrad is Mechanics. This element concerns the procedures and rules put in the game. Thus, it describes the goal of the game, further telling what the players can or cannot achieve along with how all those things can be done in the game. As it is the foremost thing defined in the game, this element should be supplemented with the other elements, such as Technology to support them, Aesthetics that emphasize them with clarity to the players, and Story that justifies the presence of them to the players [14].

The second element in Elemental Tetrad is called Story. As the name suggests, this element focuses on the sequence of events presented in the game along with how they are unfolded during the gameplay. Story itself is said to be directly connected to Mechanics element, which serves as the key to the strong narratives. Also, Aesthetics should be chosen in discretion due to its importance in reinforcing the ideas of the element and Technology which is best suited to represent the Story to be enjoyed by the players [14].

The third element represented in Elemental Tetrad is Aesthetics. This element emphasizes the discussion regarding the look-and-feel of the game. Similar to the former elements, Aesthetics is important to the game design process due to its direct relationship to the players' experience. From that point, implementing the right Technology that can amplify and even reinforce this element is a fundamental decision. Furthermore, Mechanics that make the players feel absorbed in the game world represented through the chosen Aesthetics and Story with numerous sets of events will let the Aesthetics emerge at the right moment and the most impact [14].

The fourth and last element in Elemental Tetrad is called Technology. Despite the naming, this element does not exclusively refer to anything "high technology". Instead, it represents any materials and interactions that make the game enable to do the intended things and forbid the out-of-context

things. Coherent to the prior elements, this element has various relationship to the others, with Technology serves as the medium where Aesthetics is situated, where Mechanics can occur, and where Story can be presented [14].

The framework itself can be utilized to analyze the games already released. One study utilizes the framework in tandem with Mechanics, Aesthetics, and Dynamics (MDA) and Ethics Practice and Implementation Categorization (EPIC) frameworks to understand the nature of numerous games, such as *Life is Strange* [15] which later be used to design games with purpose of moral learning and knowledge building. The framework is used to understand the aspects of gameplay narrative, such as *Life is Strange* which is found to be using branching narrative to provide the moral learning for its players [16].

B. Research Actions

The actions done during this research, which is shown on Figure 1, mainly involve gameplay of the games as part of the experiment in the research, After the gameplay, the analysis can be done on the two versions of Resident Evil 4, with the release details of each game are presented in Table 1. The gameplay itself is done on Xbox Series S [17], due to the games are available in the chosen platform.

TABLE I.   LIST OF GAMES

Game Title	Release Year	Platforms	Playable on Xbox Series S
[2]	2014 (Ultimate HD)	2014: Microsoft Windows 2016: Sony PlayStation 4, Microsoft Xbox One 2019: Nintendo Switch	Yes, through backward compatibility from Microsoft Xbox One
[7]	2023	Microsoft Windows, Sony PlayStation 4, Sony PlayStation 5, Microsoft Xbox Series X/S	Yes, natively supported by the console

Resident Evil 4 [2, 7] itself is a survival-horror game developed by Capcom, serving as the departure from third-person isometric presented in previous *Resident Evil* titles [18], [19], [20] into over-the-shoulder perspective, also leaning more towards action in its gameplay. The story of the game focuses on Leon S. Kennedy, first appeared in *Resident Evil 2* [18], now a secret agent of United States government. He is tasked to rescue the President's daughter who is being held hostage in rural Spain area by certain cult while surviving from the aggression of people infected with Las Plagas parasite.

There are various reasons for using the games in this research. For the original *Resident Evil 4*, the game itself has been critically acclaimed in numerous publications, with one calling it redefining the survival-horror genre in gaming industry [21] and the other one telling how the game successfully presenting amazing action-horror experience despite its goofy dialogues [22]. Alongside the praise in gameplay, the original game also listed among the best-selling Resident Evil games with around 10 million copies sold during its course of release [23]. In response, the remake version of Resident Evil 4 garnered several praises, one calling it masterpiece [11], successfully giving better representation to the original game [12], while the other naming it one of the greatest games of all time [13]. As of February 2024, the remake has sold over 6 million copies, making the game as the fastest-selling Resident Evil game to date [24].

As the experiment emphasizes around playing the two games, there are also numerous constraints put to limit the experiment as follows:

- The games are played once from the prologue up until the epilogue sequence without skipping any sequences. Some of the sequence can be skipped only when the authors stumble upon death scene during the experiment.

- The gameplay is focused on main story mode. Any additional contents are excluded during the experiment, except for Separate Ways which is present in both versions of Resident Evil 4 while providing new perspective on main story and giving some new mechanics during gameplay.

- The difficulty of the gameplay is restricted to Normal. This is done to balance the experience of gameplay and to provide clearer understanding of the main plot with less pressure of the challenges presented in the games.

When the experiment through gameplay of the games is concluded, the analytical process of breaking down the elements from the two versions of Resident Evil is done using Elemental Tetrad [14] explained in the previous subsection. The analysis includes four elements like Mechanics, Story, Aesthetics and Technology, with each element explained thoroughly in the next section.

III. RESULT AND DISCUSSION

This section will present the discoveries of the elements surrounding the two games of Resident Evil 4 in the previous experiment process through gameplay. The analysis is covered based on the elements like Mechanics, Story, Aesthetics and Technology, with each element starting with the original one and continued to the remake version to show the differences between the releases.

A. Mechanics

In this subsection, we will cover the forms of game mechanics brought by the two versions of Resident Evil 4. There are three main discussions here, namely Action, Item, and Side Activities which are brought by both games.

1) Action

As the games are trying to be more action-oriented than the previous Resident Evil games, original version of Resident Evil 4 [2] brought various actions can be done by the players. Presented in over-the-shoulder third-person perspective rather than fixed angle with tank-like controls, this game retains basic actions of the previous titles of the series itself, such as walk, run, aim, and shoot.

To embody the portions of action in the game, there are numerous new mechanics presented like special actions and quick-time events. Special actions in this game are presented in many forms, such as kick and suplex which can be triggered when the character shoots an enemy in head or knee, making the enemy vulnerable to those actions. Another brand-new action-related mechanic presented is called quick-time events, where the player has to do certain quick actions of mashing a button, moving the analog stick rapidly, or pressing two buttons together to get away from various dangers, such as grapple of an enemy, a huge rock rolling behind the character, and even a huge statue trying to flatten the player through its stomp. In certain instances, the players are tasked to protect Ashley while traveling the game world, which will enable the players to issue commands to Ashley. There are three commands available to be issued to Ashley, such as wait in the spot, follow the character, and hide in a place. Separate Ways also added a traversing action to the player by activating grapple gun in some segments of the game, albeit the other action elements are similar to the main story mode.

Presented as remake to the game, *Resident Evil 4* [7] retains almost all the mechanics introduced in the original version, particularly the action-related mechanics. Aside from the basic actions like walk, run, aim, and shoot, this latest version also introduces numerous actions, such as crouching, aiming while walking, and parry. The presence of crouching mechanic will enable the stealth playstyle, suited for the players wanted to not go bursting all-out like the original one, with the introduction of aiming weapon while walking represents the realism aspect of newer rendition of the game itself. The biggest change found in this remake is parry, where the character can deflect the incoming attack from enemy, which can be done when the players have at least one knife in their inventory. There are two kinds of parries, called normal and perfect. Normal parry can be triggered when the players push left shoulder button (later will be said as LB) before an enemy's attack lands at any time the prompt shows up, which will push the enemy back. Perfect parry works similar as the normal one, with this one can be triggered when the players push LB right before an enemy's attack lands, making the enemy pushed back and vulnerable to follow-up special actions.

Similar to the previous version, the remake of Resident Evil 4 also retains the special actions mechanic. Next to kick and suplex, this game introduces special kill actions that can be done to the enemies. There are two special kill actions exist in the game, named knife kill and stealth kill. Knife kill can be triggered when an enemy is incapacitated on the ground, whereas stealth kill can be executed when the character is right behind an enemy. Both actions resulted an instant kill on the targeted enemy. The quick-time events also return in the remake, but the portion is notably less than the original version, with this sequence is only available when the character is grabbed by an enemy and has to get away from them through mashing a button. Identical to the original one, remake version of Resident Evil 4 also includes some sequence where the players are tasked to protect Ashley when exploring the game world. This sequence will also enable the players to issue commands for Ashley, with the commands are basically the same, albeit with different names like Tight, Loose, and Hide. Tight is similar to Follow, Loose is somewhat similar to Wait, and Hide is exactly the same in both versions. On the other hand, remake version of Separate Ways also getting some overhaul on the gameplay. Still

retaining the traversing mechanism using grapple gun from the original Resident Evil 4, the grapple gun is also used in special finishing move of Ada Wong, particularly useful in mid-range combat.

2) Item
Bringing survival horror subgenre in its representation, the existence of items along with the management is also important in *Resident Evil 4*. During the gameplay, there are various items which can be found and further managed by the players, such as healing items, ammunitions, and treasures. Healing items come in three forms like herbs, eggs, and first-aid spray. There are three kinds of herbs, namely green, red, and yellow herb, with those herbs can be combined to provide better regeneration in health and will also extend the health bar, which make those herbs important for the players' survival in the game. Ammunitions are frequently found and scattered in the game world, where it is important to make the weapons usable. Then there are treasures, which can be found in certain sections of the game world, with some of them are able to be combined with other smaller treasures to be sold for better price. Other than those three, there are key items in the game, which have to be found in order to progress the story further.

Akin to the original version, remake of *Resident Evil 4* also retains the presence of items with the management aspects. The kinds of item remain the same, with some additions of item variations, such as viper as a healing item which can also be sold. The overhaul presented in the remake version is found in the treasures, where the treasures are able to be combined with smaller treasures like gems and beryls. Along with that, there are different values when the treasures are sold in accordance with the gems and/or beryls placed, further expanding the possibilities of in-game currency transaction. There is also another enhancement provided in the game is through ammo crafting with the presence of small and large resource (denoted as Resource (S) and Resource (L)), which is useful as an alternative to looting ammunitions in the game world or from the fallen enemies. Furthermore, this remake also presented charms, which are beneficial either for combat or economy in the game and can be obtained through the side missions during the gameplay.

3) Side Activities
Aside from the fact that *Resident Evil 4* is intended to be a linear survival horror game, the game presented some portions of side activities towards the players. The exploration segment of the original version of the game can be found through the inclusion of Blue Medallion and Shooting Range. Blue Medallion itself is a quest item which can be shot by the players and vaguely pointed on the map, where the players have to shoot a certain number of medallions to obtain various rewards later in the game. On the other hand, Shooting Range is found near The Merchant, where the players can engage into a situation of shooting mission with different goals based on the players' weapon of choice. After the shooting mission, the players will obtain various numbers of bottle cap that can be traded with action figures of characters presented in the game.

Intended to be a remake for modern players, the remake of *Resident Evil 4* brought side activities back in the game. Aside from bringing Blue Medallion quest and Shooting Range once, the latest rendition of *Resident Evil 4* also enhances this aspect with the appearance of side quests, which can be found during an encounter with The Merchant or through interacting

with leaflets scattered in the game world. The side quests come with different goals, spanning from defeating special enemies, recovering certain special items, obtaining and selling various kinds of items to The Merchant, to doing unique actions like defacing a picture of certain Castellan. This enhancement is noticeably included to emphasize the exploration aspect in this remake, making the game somewhat be called as 'a semi open-world action survival horror experience' for some players.

B. Story

This subsection will cover our findings regarding the story element implemented in both versions of *Resident Evil 4*. The main discussions revolve around the setting, plot, and the characters' representation in both games.

1) Setting

Both versions of *Resident Evil 4* feature the setting of rural Spain in 2004, six years after the Raccoon City incident featured in *Resident Evil 2* [9], [18] and *Resident Evil 3* [10], [19]. The games presented three main areas like village, Salazar castle, and Saddler's private island. The village, which is only addressed by the name of El Pueblo, is the main setting in the first part of the game. In this area, players will encounter villagers (commonly known as Ganado) wielding numerous weapons to impede the main character's movement. Next up, the game takes the players to Salazar castle which represents the second part of story. The castle itself is located on the outskirts of the village, containing areas like hall, sewer, clock tower, and the others. In this Salazar domain, players will face various new enemies, such as Zealot (Ganado of the castle) handling multiple weapons, Novistador, Garrador, Armadura, and many others. The third and last act of the game is situated on Saddler's island, located outside the village premises. This private island is swarming with Ganado soldier employed by Saddler and multiple bio-organic weapons such as Regenerador.

The remake mainly presented the same settings during the gameplay. There are various changes found in the newer version, such as Valdelobos being the official name of the village and explorable areas which made the game world more engaging and livelier in some gameplay instances. This remake of Resident Evil 4 also redesigned particular areas like sewer, cave, lake, and tunnels found in the three main areas to accommodate the changes in gameplay. Other than that, the latest version of the game keeps numerous popular landmarks from the original game, such as clock tower in the Village Centre, church premises, hall in Salazar castle, and many others.

2) Plot

Resident Evil 4, both in original and remake, brings a similar main plot. The plot itself focuses on Leon S. Kennedy, one of the survivors of Raccoon City outbreak, first featured in original *Resident Evil 2* [18]. The intro presents what happened after the outbreak, like how the Umbrella being held accountable to the devastating outbreak and gone down a few years before this game starts. Six years after the outbreak, the rookie cop put into a top-secret government program and tasked to rescue the President's daughter (later known as Ashley Graham) in rural Spain area from the grasp of mysterious cult (later known as Los Illuminados) who wields a dangerous parasite called Las Plagas. During the story, Leon encounters various individuals which will either help or even impede his mission, such as Ingrid Hunnigan, Luis Sera,

Bitores Mendez, Ada Wong, Ramon Salazar, Jack Krauser, and Osmund Saddler as the perpetrator of the President's daughter kidnapping. Each of the individuals' role will be explained further in the next subsection, along with their motive and impact on the main plot. On the other hand, *Separate Ways* features the story Ada Wong in retrieving master sample of Las Plagas, taking place alongside the main story of the game. The game features Albert Wesker, serving as the employer of Ada Wong and mostly seen through the in-game cutscenes, with his role will be elaborated in the next subsection.

The remake follows the same suit, albeit with certain differences which expand or omit the details presented in the original version of *Resident Evil 4*. The intro is noticeably expanded, showing the inner monologue from Leon retelling the events from the outbreak, further telling how he got recruited into top-secret government program and the training he underwent before the mission in Spain started, also foreshadowing some characters featured in the game later on. Before that, there is a footage of unnamed cultists doing a ritual involving a lady as sacrificial object. The notable omission is the fate of Umbrella after the Raccoon City outbreak. Although the remake focuses heavily on Leon's story in rescuing Ashley, the game also includes various scenes regarding the supporting characters, such as Luis and Ada's interaction and on-screen appearance of Wesker as the employer of Ada which is not found in the main story mode of the original game.

3) Character

Both incarnations of *Resident Evil 4* feature a similar set of characters, showing main playable characters like Leon S. Kennedy and Ashley Graham, while also presenting various supporting characters such as Ingrid Hunnigan, Luis Sera, Ada Wong, Bitores Mendez, Ramon Salazar, Jack Krauser, and Osmund Saddler. This subsection will discuss each character and their representations, serving as comparison on original and remake version of the game.

Leon S. Kennedy is one of the main playable characters in *Resident Evil 4*, both in original and remake version of the game. This character has been featured in *Resident Evil 2* as a rookie cop who stumbled upon the Raccoon City outbreak along with Claire Redfield and Sherry Birkin. In this game, Leon is depicted as an operative of top-secret government program tasked to rescue Ashley Graham who is kidnapped by Los Illuminados cultists. Similar to the prequel, Leon mostly utters one-line commentary on anything he encounters or everyone obstructing his way, making his presence felt iconic despite the action-horror ambience of the game. The remake also brought this trait, but the newer version adds a realistic take on the character, showing a form of survivor guilt [25] due to his inability to save everyone during the previous outbreak and strengthening his motivation to rescue Ashley.

Ashley Graham is the second playable character in original and remake incarnation of *Resident Evil 4*, which is playable in certain Castle section of the game and acts mostly to accompany Leon during his mission. Identified as the President's daughter that got kidnapped by Los Illuminados, she is depicted to be at her early 20s from the physical looks and traits. She is noticeably characterized as a somewhat cynical young girl who is defenseless, making her need to be protected and rescued countless times in the game. While the remake version keeps her prominent appearance, her traits are

given various overhaul, such as on her depiction of independent young lady who is also less fearful and somewhat less cynical. Furthermore, her interactions with Leon are felt more open, making her character livelier during her appearance in the game.

Aside from those two, there are various supporting characters featured in *Resident Evil 4*. One example is Ingrid Hunnigan who serves as Leon's main communication source to the government during the rescue mission. During the game, her appearance mostly consists of giving brief explanation regarding latest information on what Leon has to face, particularly about the existence of Los Illuminados. In the original, Leon will sometimes try to talk casually to her, only getting rebuffed in the end that serves as comedic pieces in the game. On the other hand, the remake only keeps the role of Hunnigan as intermediary for Leon to the government, with Leon mostly talking professionally to her, making her remarks more serious and less fun than the original version.

Another supporting character presented in *Resident Evil 4* is Luis Sera, who is being held captive when Leon stumbled upon him. After that moment, Luis will occasionally come to Leon's aid, particularly during an ambush of Ganado in a village cabin and providing numerous information regarding the main source of threat faced by the main characters. Luis himself is depicted as a man with the demeanor of womanizer and wisecracker through his dialogues with Leon and Ashley, who is originated as a cop from Madrid and went back to the village. The Spanish man later returns in the remake, serving the similar role with certain differences. In the remake, he is given more time in gameplay, acting as support to Leon in defeating the enemies without the players having to worry about his wellbeing and mostly cracks jokes during his appearances, making his existence more meaningful than in original version of the game. Furthermore, his background is changed into a researcher from Umbrella Corporation, trying to get away from the pursuit of government officials and got tangled with Los Illuminados, which made him got in contact with Ada Wong due to give-and-take motives involving the usage of bioweapons.

Ada Wong is also presented as one of the supporting characters in *Resident Evil 4*, with her character previously appeared in *Resident Evil 2*, specifically in Leon's scenario. She is depicted to be employed by an unknown party (later known to be Albert Wesker, the recurring antagonist of the series) in a mission regarding Las Plagas, which made her path intertwined with Leon midway in the game. Her motive in the original game is vaguely explained, making her a mysterious individual during the conflict. Her backstory is given more elaboration in the remake, with the presence of various cutscenes such as her interactions with Luis Sera and a call with Albert Wesker, which both are not present in the original game. Also, her character is shown to be more caring to Leon, particularly due to the events of Raccoon City outbreak in 1998, such as when Ada asked Leon to abandon Ashley for his safety and even going so far to assist him in certain portions of the game.

While having its set of protagonists, *Resident Evil 4* shows multiple characters who act as the antagonist party. The first antagonist presented is Bitores Mendez, the village chief with imposing appearance who also owns the church in the village. He is constantly shown to impede Leon's action, particularly when he captured both Leon and Luis and eventually trying to kill Leon from progressing further. Despite his background as a religious individual, most of the scenes in original game only show him asserting his role as the village chief. Thus, in the remake his character is slightly changed, particularly visible through his dialogue which is somewhat religious in some cutscenes, showing further characterization of him being the priest of the village as the extension of Los Illuminados itself.

The second antagonist featured in *Resident Evil 4* is Ramon Salazar, the current Castellan of Salazar family situated on the outskirts of the village while also acting as a Los Illuminados member serving Osmund Saddler directly. The character is depicted to be in his early 20s despite his elderly looks. Due to his age, he acts mostly to command his underlings to impede the main characters' way from escaping the castle premises with less dignity despite his role as Castellan in the original game. Akin to Mendez's case, Salazar is shown to have more dignity in the remake through the more dignified accent and dialogue, especially during his appearance before Leon and Ashley.

Reaching the final phase, there is Jack Krauser, the third and penultimate antagonist featured in *Resident Evil 4*. The character is presented as the current member of Los Illuminados while also working as double agent for Albert Wesker, with him previously hinted to be partners with Leon few years before the game's events. His character in the original game is depicted to be fixated in gaining power, thus making him ally himself with the likes of Wesker and Saddler. Slightly different compared to the original game, his presence in the remake version is partially changed due to more elaborated motive in his side, such as the death of his comrades in the past while keeping his soldier demeanor. Also, his connection with Leon is also explained, specifically through the mention of Operation Javier, which first featured in *Resident Evil: The Darkside Chronicles* [26].

The fourth and final antagonist featured in *Resident Evil 4* is Osmund Saddler, the leader of Los Illuminados cult. As the perpetrator of Ashley Graham's kidnapping, he is shown to be an authoritative individual who exploits his underlings as a mean to the goals he wanted to achieve, such as the world domination through Las Plagas. He is portrayed as former researcher in Spain which takes interest on the existence of the parasite, thus bringing himself trying to weaponize it further. In the original game, he appears a few times with the purpose of preventing the characters from getting away from the village and making physical appearance before the characters up until the end. The remake changes his background, which presents that he is the descendant of Las Plagas worshipper, with his family previously banished by the Salazar family due to the action. Also, the remake version mostly shows him in cutscenes involving hallucinations of Leon, with his true physical appearance shown near the end of story.

Both versions of *Separate Ways* feature Albert Wesker as the supporting character, previously appearing in *Resident Evil* and *Resident Evil CODE: Veronica* [20]. He is depicted as the employer of Ada Wong with calm and calculated demeanor, tasking her to retrieve the master sample of Las Plagas for unknown purpose. During the gameplay, Wesker is mostly seen through in-game cutscenes, demanding Ada to progress further and asking her to also take down any intervening parties, such as Leon. In the remake, he is shown to present more active role, appearing in the numerous sections of Valdelobos on-screen, taking care of Ada after being ambushed by the villagers, and even threatening her during certain instances, albeit only seen on cutscenes. His

role in the remake also suggests his goals during the course of Resident Evil series, which might be seen on the next remake installments of the series.

C. Aesthetics

This subsection will elaborate on the Aesthetics element brought by both versions of *Resident Evil 4*. The game itself is trying to capture the threatening atmosphere during the gameplay, with the exploration focuses in three main areas like village, castle, and island. Each of the areas presented different ambiences, making each of them feel different when the players set foot among those areas. Village area is notable for its serene surroundings, complete with the presence of village housings and the cattle found by the players. Different from the previous area, Castle area is presented to be archaic with the feudal environment dominating the ambience. Island area is the last featured one, with the area notably more modern than the former areas, particularly through the appearance of modern weapons and the existence of laboratory involving Las Plagas experimentations. Those areas are mostly kept in the remake, with some areas altered to provide more action-oriented experience while keeping the horror ambience for the players. Another notable difference between both versions is the usage of color scheme, with the original game presented brownish scheme, whereas the remake featured darker cool-bluish scheme, with the intention to make the surroundings felt more realistic and to accommodate the serious theme brought by the recent version.

D. Technology

This subsection will discuss the Technology element brought by *Resident Evil 4*, both in the original and remake version of the game. The enhanced version of the original game uses an unknown game engine (speculated to be the latest version of MT Framework [27]), with the engine capable of presenting high resolution assets which also enables mid-to-long draw distance and running in 60 frames per second (FPS). The remake version doesn't use the same engine as the original game, with the latest incarnation of the game using RE Engine introduced in *Resident Evil 7: Biohazard* [28]. The usage of RE Engine made the visuals look realistic, complete with natural movements of the objects presented in the environment. Furthermore, the latest engine used in the remake made the game can run in two modes for Xbox Series S, either Visual mode that enables better graphics with the game only running at 30 FPS, or Performance mode that implements less enhancement on the graphics running up to 60 FPS which enables overall smoother gameplay. Unfortunately, due to both versions are intended to be available for multiple platforms, there are no special features implemented in the console such as adaptive trigger press and controller shake to enable special actions seen on some first-party games.

IV. CONCLUSION

To put a closure on the analysis of original and remake version of *Resident Evil 4*, this section concludes the findings presented in the former section. Intended to be a remake, the flagship title from Capcom shows various changes in comparison to the original version. While the original game implemented numerous mechanics such as over-the-shoulder third-person perspective, special actions like kick and suplex, herb crafting, treasure mixing, and the existence of Blue Medallion as a form of side mission, the remake version enhanced the mechanics further, adding new actions like parry, instant kill, and crouching to accommodate different playstyle, additional side missions which can be found constantly, and the expanded treasure mixing mechanism made the gameplay experience felt modernized. The story in the remake version also got overhauled, with some characters getting more backstory to better connect to the modern storytelling of the series while also adding realism to set a darker tone established from remake of *Resident Evil 2* and *Resident Evil 3*.

Aside from the two elements, the aesthetic elements presented in the remake are changed, notably the cool-bluish color scheme instead of brownish one while keeping the entire ambience intact from the original version to embody the more thrilling setting in this latest *Resident Evil 4* release. All of those representations are implemented through the usage of RE Engine as opposed to the older MT Framework, making the visuals look more realistic which can make the game run on higher framerates, particularly in video game consoles belonging in the current generation like Xbox Series S.

From this research, there is a hope that this will open up more and better analysis regarding video game design along with its implementations. Furthermore, this research can also be used as a basis to researcher wanting to analyze any kinds of video games with various game design or analysis framework or even game developers who wanted to develop remake of their previous games in the future.

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