

Doki Doki Literature Club

It's incredibly clever and incredibly dark.

The game isn't aimed at young people. It goes out of its way to tell you this from the beginning. I think that just because it is manga, saying it is aimed at children is a huge oversimplification. Manga (and anime) as an art form often deals with incredibly mature themes. It is seen as a mainstream and very well regarded form of literature nowadays so the aimed at children angle is a sweeping generalisation.

The game specifically deals with mental health issues and eventually (to massively oversimplify) the game itself takes over control of the simulation and is seen to develop an obsession on the player forcing you to go into the game's actual code and delete it from there. The game starts taking control of your keyboard and mouse, makes it impossible to click on options you may want etc.

The game is a psychological horror. It is not appropriate for children in anyway, but is very much a niche title. It tends to be played by people who are genuinely interested in how it's been put together as a psychological and gaming experience rather than your general mainstream gamer.