

Nonverbal storytelling is a pretty common trope for game design. Either due to memory limitations, lack of time, or simply feeling as though dialogue out of nowhere would be pace breaking, there's quite a bit of games, especially from the NES era onwards, that only has words at the very start of the game, and occasionally the very end of it as well.

My example would be Super Metroid, the third Metroid game that takes place after the second one. The second game ALSO had non-verbal storytelling, but it was held back by system limitations. While it did continue the trend of showing the baby Metroid finding Samus as a mother, Super Metroid not only left a lot of the story through the implications and finer details, The Metroid only recognizing you and thus stop attacking when it triggered the emergency health beeping that it heard when Ridley fought you at the start of the game, but it somehow managed to give you an attachment to the silent characters in all of one boss fight. Or perhaps the ability to save the animals that give the hidden technique tutorials and making a slight pixel fly out from the explosion of the planet at the end.

What needs to be stated is that the game starts with a text dump explaining backstory and showing a slight bit of cutscenes. The game doesn't ONLY rely on non-verbal storytelling, but it starts as soon as the opening crawl is over. So if a new developer gets intimidated by all of this storytelling, they don't have to focus entirely on any one thing.