

In both the new prince of persia and assassin's creed, the start cut scenes the voice acting made the game a lot more immersive than its older counterparts: prince of persia. I really liked how the game environment. The animations of the trees and the grass and the sound effects made the environment way more believable. I would say the start of the prince of persia was super intense and felt like i was watching a movie. Unlike the first prince of persia, where i was just teleported into the map, the cut scene lead me to my starting point and the start of the game felt like its own tutorial. The movement system this time was definitely wayyy more fluid. It did a great job at capturing the wall running, leaping and climbing in 3D. Those actions felt super realistic, kind of like the first prince of persia, rather, this time it was not laggy. The tutorial cutscenes when I did stuff was a bit goody for me how ever. I also really liked the new combat system since being able to do different swipes felt great. I have great praise for the camera movement. It felt really nice. The sounds from pulling levers felt really nice. Being able to see what happens when i do pull the lever on the side of my screen made things more believable. The particle effects also made things alot of believable especially when the rocks fall.

I really liked the rewind time ability. It felt less frustrating when i get to rewind my mistakes since in the first game, I would die from so many stupid mistakes and had to start over every time.

For Assassin's creed. Wow the accuracy of animal behaviors and the open world feel to the game was really nice and made the game so realistic. The shakiness of the camera added another level of depth for me. Being able to choose my own path and where I want to go was a big step in the right directions. It made me feel like I was actually in control of the game. Honestly the physics of the game with the wind blowing was a great bonus. I think assassins creed did a way better job at making parkouring feel natural and awesome. Scaling buildings and climbing structures felt really nice.

The combat system was really nice and had alot of realism to it because of the emphasis on stealth and calculating when to strike which was realistic and made it more strategic. However, I wish the game was more combat heavy, I was just traveling and looking at things for most of the time. Although it was very peaceful to do so. The UI was pretty simple which I liked. This made me focus on the beauty of the terrain instead.

The Artificial intelligence of the Facade game was really funny. They person would sometimes just phase through me and the head was really unnatural. Its like they did not program the ai to walk with where i was located in mind. They kind of also talk over each other which is kind of funny, not sure if that was suppose to happen. The words

set was kind of small, I wasn't able to communicate that I wanted to live in their luxury apartment with them or talk about my life. I was kind of forced into their narrative of them talking about their marriage like i did not care for it. I eventually won the game by keep spamming the name of the people they cheated on with which i found from the guide. I think it did a great job at conveying emotions of each character as it reacted to me saying mean stuff to them and them kicking me out. I think intelligence in this game is represented by how well they respond to what I did and what I said. I think the AI made the characters feel more real versus having only a few prompts to select from. It felt like I was actually having our own conversations rather some times they kinda drift off to the narrative story.

Dwarf Fortress was a very interesting game. It was kind of fun controlling my own army dudes. However, the game was not really beginner friendly, I wasnt sure what I was supposed to do at first. Seeing my dwarfs mauled by beasts was kind of brutal. They did however have a mind of their own and knew to run away. I am guessing that they used a star pathing to path the ai since they were able to path through nicely the building i had and other road blocks. I didnt know at first but some of my dwarfs had like personalities which is kind of fun. The greedy / lazy dwarfs were the worst. I am not sure but i think those personalities did make them better at doing some things. The Ai simulation of different events made the game very entertaining like feed back loops of what enemies spawned depending of how great i was doing. I think intelligence in this game is how the environment keeps the player entertained as they progress through the game.