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Devlog #2

The game I played this week in class was the game Hades. This game features a core system of picking a weapon and trying to “Escape from the Underworld” by fighting through rooms of enemies and bosses. You only get a sword to start out with but slowly move to gain more and more weapons and advancements. You also gain buffs and items throughout your time running through the game given to you by other gods. This game features core systems of movement and attacks, enemies and bosses, dungeon layouts, hubworld systems, upgrade systems, and many other progression systems. If I were developing the game, I would personally focus on the character movement and attacks first to make sure that works before anything else. The main selling points of the game are the try and try again nature of the challenges and the victory you feel with winning against overwhelming odds. The less memorable parts include some enemy design and distinctions of different power ups. Not a lot of comparisons can be made with Enter the Breach except for try and try again gameplay and different ways and ideas to win. The game has aged fine and runs well on even weak computers and consoles. Another idea I had for my final project is a 2d platformer fighting against monsters and collecting magic as the main goal. It will be set in a fantasy setting and could feature multiple levels.