Alexander DuPree

Wiese

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Classmate Game Evaluations

**Ti-tank-ic**:

Ti-tank-ic’s game was unique in that the story was very different from the rest of the class. The game’s plot focuses around a child on a field trip to a museum where a series of dark and mysterious events occur. Whereas, the rest of the class’ plot, myself included, centered around some sort of dungeon crawler hack and slash story we’ve seen countless times. Ti-tank-ic also incorporated a unique feature I haven’t seen yet; they allowed the user to name their character. Unfortunately, the game was very hard to play. There is no context manager telling the player what actions he can take. I had to ask the developers continually “what do I do in this room?”. The game does not account for user error as well. In one room I was supposed to open a backpack and take a flashlight in that order. I deviated from that order and the game crashed.

**Squanchers:**

The first thing I noticed when I was playing Squancher’s game was that there was a game map! This was exciting because this was something I wanted to implement in my own game. Squancher’s game ran smooth with no obvious bugs. It even featured combat and a weapon system. The combat however, was very bland. I found myself just pressing ‘enter’ to skip through the sequence. Squancher’s game also was riddled with typing errors in the narration.

**The Three Musketeers:**

The Three Musketeers unfortunately did not have much to show for their game. The only working system in the game was the navigation. I could move to location to location, but that was it. There was no narration, descriptions, or actions that could be taken. However, I did see the framework for some interesting features they are trying to implement. One feature was going to be some sort of merchant system where the player could buy and sell equipment. I thought this was an interesting idea and could be very fun to play in the future.