Asuran Delarosa 9-6-22

1. The game was interesting concept wise. The idea of reading what the enemies did beforehand and creating your party’s actions before each level was a good concept.
2. The game was very slow, and the movement speed difference between certain enemies and your player characters ended up hurting the gameplay.
3. The game was well polished as the sprites and mechanics seemed well thought out, and the game didn’t have any strong graphical problems.
4. The theme was a fantasy dungeon setting, with many classes echoing classic fantasy types (Knight, Warlock), while some mirrored just popular fantasy classes (Witch, Ninja).
5. I would give the game a speed up function. This would help the unbearable speed problems I had with the game, and still keep the strategies that were planned to be used intact. For example, a Goblin would still be faster than your party, and you would still need to plan around that, but instead of taking 900 years to retry your trap, you could speed up the game, allowing the retries of strategies and stages to be more bearable.

Mechanics

1. The idea of buying new classes with gold you earned from defeating monsters was a great concept. It helped incentivize beating more enemies, rather than just rushing the objective to win, as you would be rewarded with stronger classes. The different attacks and abilities were balanced in a way that they didn’t feel too overpowered or underpowered. Each ability saw at least some use in gameplay.
2. The classes were well balanced and (most) enemies were balanced to be able to be beaten by multiple strategies, despite being weak to one more than some others. The buying mechanic worked from a counter keeping track of your gold, and allowing you to purchase classes you could afford.
3. The mechanics were explained well, and even when levels had a specific objective, it was always spelled out to the player. Each monster had a small explanation, which allowed you to understand which moves to use and when. For example, the skeletons were weak to healing, and as such, you should use your healing on enemies, but you still shouldn’t only have healing, as there were normal enemies as well.