

---

# Game Critique

---

CLOSECALL

CS4483

GURPREET SINGH

*April 11, 2018*

*250674134*

## **General Information**

### **Name of the game being reviewed**

The name of the game being reviewed is CloseCall.

### **Genre(s) that the game belongs to**

CloseCall is a 2D Top-Down shooter with retro graphics and mechanics.

### **Target market of the game**

The target market is most likely a competitive audience of medium to advanced game players because the game the game does present a tough challenge within the first two levels.

## **Game Comprehension**

### **Do you have a clear picture of the core gameplay?**

When you start the game you are placed looking at a top down view of a character and immediately enemies begin shooting at you. The player isn't told how to control the character or how to shoot back. Since there is no introduction, the core gameplay is not clear to the user from the start. Although, the controls are quite intuitive and the target audience for this game is assumed to know that WASD will move the character and clicking will cause the character to shoot.

### **What clarifications are needed?**

I think the developers could solve this by including a small intro story and have a popup with the controls to let the user know how to jump into the action. Once i had played the game a few times I discovered that I could shoot the lights to avoid detection. This is a very hard game aspect for a player to assume themselves so I think it really needs an explanation. They could also add a few dummy enemies near the start that do not shoot back so it would be easier for the player to get used to the controls before the action begins.

**What type of tutorial would you suggest for this game?**

In my opinion this game doesn't need a large tutorial level or anything since it appears to be aimed at a higher skill level of player but it could definitely benefit from 'tooltips' or 'hints' during the first level and maybe reduced enemy difficulty.

**Game Critique****Did you think the game was fun? Why/why not?**

I found CloseCall to be a really fun game. After discovering the controls and shooting mechanic I really enjoyed shooting down the enemies. I had a lot of fun trying to beat my best time to complete each level. The shooting and damage effects created an immersive experience that kept me playing for multiple play throughs.

**Did it provide the right level of challenge?**

I feel this game provides the correct amount of challenge because the enemies increased in difficulty on each level and the third level really required the player to be prepared for them.

**If it wasn't part of your assignment for this course, would you play this game?**

Yes I played the game many times to get a better and better time of completion. If there were more levels to the game I would definitely continue playing. In my opinion, I had more fun playing this than most of the retro flash games I can find online.

**What one word would you use to describe this game?**

If I had to describe this game in one word I would use "intense" because once you are in the action and the enemies are shooting you, you have to be constantly moving to avoid bullets while shooting back. The action doesn't stop until you die or complete the level.

**Do you believe this would be a good game for the target market? Why/why not?**

I believe their target audience is looking for an addictive challenge with a high skill ceiling and this game provides exactly what they are looking for. It is a great fit for experienced gamers who

want to challenge their friends' top scores and play an action packed game.

**Will it motivate the players?**

The timed levels were a great motivation for me to learn how the enemies react and how I could kill them faster. I think most players would be motivated by a similar factor. Since the level menu shows the player their past times, when the player improves at the game, they will want to go back and play the earlier levels again to improve their times.

**What is unique/creative/innovative about the game?**

I think the most creative element of this game is the use of lighting and how the player can shoot out the lights to avoid detection and play the game at the pace they want. The player can either run through shooting everyone at the same time and hope not to die, or they can shoot out the lights and kill the enemies one at a time.

**What are its key strengths (what did you like best about it)?**

The key strengths I noticed in this game is it's fun graphics, fast paced action, advanced use of lighting, and good selection of weapons with good pickup/ammo mechanics that allow for quick firefights. I really felt immersed in the fight due to these key elements of the game.

**What suggestions do you have for improvements?**

One flaw I noticed in the game play is the aiming of the gun is a little bit delayed that makes hitting enemies difficult until the player has adapted to the delayed player movement. Since the game has such quick action, I think the game could be improved by making the player aiming more responsive.

**Final Verdict****Would you greenlight for full production of this demo? Why/Why not?**

Overall I think this would be a really fun game to come out of full production. The main reason I think this game would do well in production is that it has an addictive gameplay that will surely

attract and retain users for long periods of time.