Gold #1: Mega-Mix

The animations seem smooth and consistent. The pixel counts and quality are consistent and they flow smoothly. They feel like they represent actions satisfyingly and telegraph enemy actions clearly. The only oddity I noticed is that the run speed seems notably faster than expected and the missile speed doesn’t seem to track well when running in the same direction as a fired shot. Not sure if this is true to the original but if not, perhaps something to consider.

As a standard side-scroller, the controls are intuitive and feel correct with little explanation as to what keys do what. As someone who didn’t play too much Megaman growing up, it is simple enough to pick up and a good choice to emulate because that was the beauty of NES titles.

As the prototype, the collisions seem inconsequential, which is fine. The health bar reacts correctly, and the recognition of death works as expected even without a level reset. Other than that, there is little to say on the topic of interactions.

Overall, it seems well done and cleanly put together. I look forward to seeing this project again in week 8 for the next evaluation.

Gold #2: Hollow Tree

The animations in the game seem minimal and I can only assume it’s because many of the sprites are temporary. The pokeball launch animation looks good so it’s clear that when necessary it is implemented well.

The controls to me seem odd at times. I understand that both hands are set up on the keyboard in left and right positions, but my instinct with a platformer is to jump with either up or spacebar. The attacks are also somewhat frustrating because with out mobile the AI is it’s a very small hitbox to land an attack in melee and the range attack seems to always miss. Again, not sure if this is the final control scheme or weapon situation but these are just things to consider.

I’m extremely impressed with the AI. They track your position accurately but telegraph their movements well enough for a player to be able to catch on and react to it. I also liked that some of them don’t begin pursuing the player until you approach.

Overall, the game is obviously in a prototype form but I look forward to seeing how the design elements are implemented through the quarter.