**PART 1: Overwatch**

The control scheme made playable characters feel like they have different abilities. Although there are a variety of characters, Mei is a noticeable example. One of her abilities is frost stream. The player can hold down the left mouse button to activate it. Frost stream quickly and accurately follows the mouse’s direction. Mei can perform icicle shots with her weapon. A right mouse click fires icicle shots. The slight delay between shots feels like icicles must solidify. For consistently responsive shots, the player must hold down the right mouse button. Her cryo-freeze ability immediately freezes the player’s movement. During cryo-freeze, the player is unable to perform other abilities. This makes the player feel trapped. Once the player is released from cryo-freeze, he/she is immediately able to continue gameplay. Generally, players utilize WASD keys for movement. Nearby keyboard inputs “left shift” and “e” allow easy playability.

**PART 2: Slime Rancher**

The Slimeulation world is a great example of audio and visual synergy. It portrays the normal game world as a digitalized simulation. Upon entry, the player is greeted by 8-bit music. As the player moves forward, he/she notices that the world is semi-pixelated. Instead of water, the player can pick up a lime green resource called debug spray. This is utilized to reveal glitch slimes and destroy corrupted slimes. Glitch slimes are bright and pixelated. Disguised glitch slimes are distinguished by their constant smile. After a few minutes, patches of corruption appear. Soon after, this allows pixelated corruption-esque slimes to pop out. When the player is close to corruption, he/she can hear ominous distortion sounds. Corruption quickly begins to consume the simulation. Although the player is not under a time limit, this suggests that the player should retreat to the exit portal.