Game Dev Prince of Persia Feedback

The Platform
I played it on macbook, and honestly, it runs surprisingly well for how old it is. The controls are simple but can feel a little stiff compared to modern games.

Game Mechanics
The jumping, climbing, and sword fighting are the main mechanics. I liked how smooth the character animations were — it felt pretty advanced for the time. But sometimes it wasn't clear what button combo to use, or when exactly to time a move, which made it a bit frustrating.

Storytelling
The story is very minimal: you're saving the princess from the evil vizier. It's straightforward, which works for the game, but I think more cutscenes or little in-game hints could've made it more engaging.

Visual Design
The visuals were simple but charming. I liked the palace vibe with torches and stone walls. The environments looked kind of same-y after a while, though, so more variety would've been nice.

Game Pacing
The game definitely makes you take your time. Sometimes that's good, like when you're carefully lining up a jump. Other times it felt slow, especially when I wasn't sure where to go next.

Player Engagement
I stayed engaged mostly because of the challenge — it feels good when you finally pull off a tough jump. But there were moments where I felt lost, like I was wandering without a clear goal.

Graphics and Audio
For its time, the graphics and sound were impressive. I really enjoyed the music and the little sound effects, like the clashing swords. It gave the game personality.

Development Process: not sure.

Market Research: not sure.

Overall thoughts: I really liked the music, visuals, and the smooth movements of the character. Those are the best parts. On the other side, it wasn't always intuitive what to do next, and I often didn't know what exactly I was looking for in each level. If the game gave just a little more guidance, I think it would've kept me hooked even more.