**Project 1**

**Review Sheet**

*CSC240 Fundamentals of Game Development*

Review #\_1\_ (1 or 2)

Reviewer (student name): \_Kody Knight\_

**GAME BACKGROUND:**

**Game Title/Name**: **\_Stardew Valley\_**

**Game Developer**: **\_ConcernedApe\_**

**Game Publisher: \_ConcernedApe\_**

**Reference (URL)**: **\_**[Stardew Valley](https://www.stardewvalley.net/) **\_**

**Dimension (for example: 2-D)**: **\_2-D\_**

**Player perspective (for example: isometric): \_Top Down\_**

[**Genre**](https://en.wikipedia.org/wiki/List_of_genres): (See also, URL) **\_Mythic Fiction\_**

**OVERALL RATING** (from 0-5 (worst to best), AND explain your rating from a *gameplay* perspective in one more full paragraphs):

|  |
| --- |
| > 4, although there is much going on in this game, I honestly believe I have only scratched the surface in terms of its gameplay and story. The story of this game is very interconnected with the players actions, on the surface it is a farming game but digging deeper you find it truly to be a treasure trove of lore and world building. Hence why this game is not a 5, because more time would have done it more justice. |

**REFLECTION** (Based on our class discussions, write one or more full paragraphs explaining your thoughts from the *game dimension* AND game *perspective*):

|  |
| --- |
| >I think due to the pixel art style this game presents from the start, the dimension makes since, yes it tries to pull off a 3-dimensional look too it when it can, but it is quite simple to see this game is 2D. The perspective does wonders for the pixel art that I am not sure could be accomplished if it were in any other orientation. Due to the pixel style of this game if it were brought into the third dimension I feel it would look to be more like some newer games like octopath traveler, those games have adventure aspects built into them that I think come baked into the have pixel art on a 3d level. Another example of a game like this is the disgea series |