**Project 1**

**Review Sheet**

*CSC240 Fundamentals of Game Development*

Review #\_2\_ (1 or 2)

Reviewer (student name): \_Kody Knight\_

**GAME BACKGROUND:**

**Game Title/Name**: **\_Overwatch 2\_**

**Game Developer**: **\_Blizzard Entertainment\_**

**Game Publisher: \_Blizzard Entertainment\_**

**Reference (URL)**: **\_ https://overwatch.blizzard.com/en-us/\_**

**Dimension (for example: 2-D)**: **\_3D\_**

**Player perspective (for example: isometric): \_First Person \_**

[**Genre**](https://en.wikipedia.org/wiki/List_of_genres): (See also, URL) **\_Action: First Person Shooter\_**

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

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| --- |
| > Rating: 4  > Explanation: from a gameplay point of view, I think the perspective really plays a part in being a fundamental part of the game, it wouldn’t feel the same if played from any other perspective, like Third Person View. This is because it takes you out of immersion. Taking away from the interconnectedness a player can feel with characters as they embody then and master their skills and abilities. Having the character camera not connected to the character would also change the play style, you could peak around corners without the need to show yourself to the enemy, making the game a hide and seek in the process. |

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

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| > Explanation: The gameplay does a good job of putting you in the shoes of the characters you can play as. Although you can switch between characters at a given moment and it can take you out of immersion. Overall, the interactions between the player and characters are given by voice lines for given actions, this can really enhance that connection. |