**Feel and Flow  
Worms**

Game Chosen: Worms

While having a variety of weapons to chose from, the maps and placing of worms are random but spready equally.

It would rate high in achieving a good game feel

The sounds  
- No sound could be heard during this gameplay

The Graphics  
- Colourful, bright and cartoonish

The Animations  
- Whimsical and exaggerated when it comes to being hit by explosions et al.

The Effects  
- Big explosions and characters are knocked back fiercely  
- Wind has an effect on projectiles

The Timing  
- Time constrained with turn-based mechanics giving players a 1 minute each to act.

The Controls  
- uses arrow keys to move the characters and the mouse is used to move the screen in any direction

The game creates a sense of flow by creating an almost equal level playing field for each player as their characters are spread randomly, the weapons are accessible by all players and loot drops in various parts of the maps over time.  
  
To improve, we can add realtime mode where it removes the turn base, and also introducing a mode that allows to custom create each character with a limit pool of abilities