Reflection 3: Slay the Spire

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Okay this time’s game to try is pretty expensive, it’s gonna cost me like 30 bucks on Steam! But luckily, after nagging about this in a group chat, Zhuowen & Yichi (yes, these two again, we’re like a trio :D) told me that they already have this game in their library, so I went to their place today and played the game on Yichi’s PC. To be frank, I don’t really like trying out new games that appear really big, it was really them persuading me to play it. But after trying it out, I had to admit that it is a really good game. I swear that I’ve seen similar mechanisms copied several times in my undergraduate university’s capstone showcase sessions!

I couldn’t spot more, but the game’s maps are clearly generated procedurally. In each level, there would be a map of roughly the same structure generated: three starting battles at the beginning, you could choose either one to start with; a net-like but it-only-goes-upwards set of edges connecting each places, which could be either normal/elite fights, merchants, fireplaces, random opportunities. Some possible routes are obviously easier than others: There might be less fights and more merchants/fireplaces on the way. As a new player, I naturally always choose the easiest route, and I managed to beat the final boss with no difficulty. What’s pitiful though is that, I didn’t reach the true ending.

After asking Yichi & Zhuowen (both of them have played this game previously), I learned that I need to get three kinds of key to unlock the true ending, which is frustrating, because while they were watching me playing throughout the whole process, I’ve definitely asked for more than 3 times what these keys were and yet they just responded me with “nawh you’re not gonna need them” and let me choose the other award. Writing to here, I’m definitely going to buy the game and beat it myself right after finishing this reflection!