
Activity 1 – Game Review

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Basic Information

- **Game Title:** *Until Then*
 - **Company / Author:** Polychroma Games / Maximum Entertainment
 - **Type of Game:** Adventure / Visual Novel with interactive mini-games
 - **Price:** Around ₱615.00
 - **Minimum Hardware / Software:**
 - OS: Windows 7 (64-bit) or later, or Nintendo Switch / PS5
 - Processor: Intel Core i3 or equivalent
 - Memory: 4 GB RAM
 - Graphics: Integrated graphics capable of OpenGL 2.1
 - Storage: At least 5 GB free
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Game Summary

Quick Overview:

Until Then is a narrative-driven game set in the Philippines, where you follow a high school student, Mark Borja, through daily life, friendships, and a strange mystery involving memory glitches and disappearances. It mixes slice-of-life moments with surreal twists.

Story Line:

At first, it's about the normal routine of school life friends, group projects, and hanging out. But as the game progresses, things start to feel off. People vanish, events don't line up, and Mark begins questioning his own memories.

Player's Role:

You play as Mark Borja, controlling his movement, conversations, and phone interactions. You also participate in small tasks and mini-games that make the story more immersive.

Installation:

Easy to install via Steam, PS Store, or Nintendo eShop. On PC, it runs without much hassle as long as your hardware meets the minimum requirements.

User Interface:

Clean and simple. The in-game phone feels realistic and makes you feel connected to the characters. The dialogue boxes are clear and easy to read.

Gameplay:

Mostly walking left and right to explore, talking to characters, and playing mini-games like typing, fishing, or piano. It's slow-paced but focused on story immersion.

Scoring:

There's no score—your progress is tracked by advancing the story and unlocking new scenes.

Artwork:

Pixel art style with beautiful backgrounds inspired by Filipino streets and scenery. Some close-up sprites look a bit blurry, but the environment feels alive.

Sound and Music:

Peaceful piano tracks and ambient sounds make the game emotional. It fits the mood perfectly, though I wish there was voice acting for deeper immersion.

Bugs:

PC version runs smoothly, but some players reported progress issues on the Switch version. Controls in mini-games can feel slightly unresponsive at times.

Game Review

What is fun about the game and why?

It's fun because it really feels like you're living Mark's life. The Filipino setting is relatable—tricycles, street food, and school banter feel authentic. The mini-games add variety so you're not just reading text all the time.

What is not fun about the game and why?

The pacing is too slow in the early hours. It sometimes feels like you're just waiting for the story to get interesting. A few mini-games also felt a bit clunky to control.

How does it compare to similar games in the same genre?

Compared to other visual novels, this one is more interactive and culturally unique. It's similar to *A Space for the Unbound*, but with a stronger focus on Filipino culture.

Why is it better or worse than similar games?

It's better because of the cultural detail and emotional writing—it hits harder if you're Filipino or familiar with the setting. It's worse in pacing, because some visual novels get to the mystery faster.

What is the appropriate audience for this game?

Best for players who enjoy slow-burn storytelling, visual novels, and games with emotional depth. It's not for people looking for fast action or constant excitement.
