2: Write down notes on stuff that you liked and didn't like: Try not to focus on too much of one thing (e.g. If there is a part that you didn't like, you can't just keep bashing it for that reason).

Pros

1. Visuals
2. Music
3. Gameplay
4. Atmosphere

Cons

1. The generated levels made the game unpredictable, however it does add to the tension and excitement
2. The game lacks replay value

3: Introduction: Describe the basic facts about the video game, including its name, genre, age rating, publisher etc.

The game that I am reviewing is called Lightbird. It is developed by Silvervale Games. It is a side-scrolling, endless platformer. The game was made mainly with GameMaker Studio, however Blender, GIMP and Audacity were also used in production

4: Briefly describe the objective of the game and the method of play. Are you trying to shoot the bad guys, win a race, or solve a puzzle? If it is a multiplayer game, how many gamers can play?

Tags Atmospheric, Casual, Endless, Flight, infinite-runner, Low-poly, Non-violent, Procedural Generation, Runner, Side Scroller

Average session A few minutes

Lightbird, an atmospheric endless flyer that's as challenging and rewarding as you make it.

Lightbird is a casual, relaxing game that is great if you need to zen out for a bit. With smooth controls, a beautiful atmosphere, serene sounds, and a smart adaptive difficulty mechanic, Lightbird is a perfect break from traditional gaming.

5: Game play: Express your opinion of the game play, using specific examples from the game to support your opinion (screenshots would help here). Address issues such as the game's difficulty, the ease of using the game controls, whether the length of the game seems appropriate, and generally how much fun the game is to play.

6: Evaluate the sound and graphics, describing how they affect the overall quality of the game. Discuss whether the graphics look crisp and attractive, or whether they are fuzzy, and the animation looks jerky.

One main appeal of Lightbird is its beautiful captivating graphics and s anility to create a peaceful atmosphere with graceful and gentle sounds.

7: How fun it is: Tell if you have fun with the game or not and say why. Describe how well you think the game's appeal will hold up after repeated replaying.

Lightbird in my opinion is a rather enjoyable game. The game utilizes the simple technique of the risk reward mechanic to the fullest. As you collect more feather you caught in the predicament of, should I bank or continue. The game encourages you to continue by giving you a multiplier to your feather the more you collect them. However due to the game being randomly generated you don’t know what could be around the corner. During my time of playing I felt a lot of times. Once I had 20 feathers with a multiplier of two and instead of me banking them, I decide to go on. However, as I flew up o was caught in between two rocks with no escape meaning I lost all my progress

However due to the games simple nature it lacks in replay value. After 5 minutes of playing the game I felt as though there was nothing for me to do. The game does have cosmetics, however the prices for these are rather high and discourages the player from continuing to play the game. The game seem to suffer from being too peaceful.

8: Conclusion: Conclude the review with your overall opinion of how cool the game is and your recommendation, this could also state why one should avoid this game altogether. Tell what you thought of the game overall and give it a rating out of 10.