Similar Game Research

# Speed Runners

Positive:

* Fast and frantic racing-style gameplay that constantly sees twists and turns
* The "Speed" in the name Speed Runners is a double entendre. It is a game about going as fast as possible AND it's as addicting as crack.
* Very entertaining and fast paced game.
* Sick game. I nearly beat it on unfair but I had a heart attack because it was just too intense

Negative:

* Only the most hardcore players still play this game. The skill gap is so high in between ranks it's nearly impossible to win.
* This game is repetitive and tedious.
* I WANT TO FUCKING SMASH MY COMPUTER THIS FUCKING CAMERA

# One FInger Death punch

Positive:

* Super Dumb. Super Fun.
* Whaaaaat? It's simple. It's addictive. Play it. Seriously. Play it. PLAY IT! Plaaaaay iiiit!
* Proof that you don't need an amazing story or controls to provide a ridiculous amount of fun or a feeling of being an immense badass.
* This is just stupid addictive fun...Need to fill 20 minutes... perfect game...Want to sit and play for an hour... perfect game...Just perfect button smashing fun

Negative:

* It would be much fun if it was a mobile game. Simple but not that addictive. 3/10
* Better suited to be a phone game
* This is actually a good game. But for a reaction-type game, I do not recommend buying outright. The flow of combat is constantly interrupted by "cutscenes" if you will, beat-em-up sessions, all which disrupt the flow of gameplay (and certainly cause you to miss, which is a major knock in this game).
* Fun and clever, yes. But the gameplay is frustrating and detracts from the experience. Save it for a bundle or super sale.

# Swarmlake

Positive:

* This is a very frustrating game. Within 20 minutes of buying the game, I had achieved a high score of over 2,300, and I had learned a couple of techniques which allow me to survive the chaos for quite some time.
* like devil daggers except faster paced and not so gloomy. easily worth the one dollar
* Run #1: HOLY SHIT WHAT THE FUCK IS GOING ON LORD JESUS HELP ME  
  Run #2: that was insane and amazing Let's do it again.   
  Many runs later...  
  Run #???: I KNOW I CAN GET 10,000, LETS GO!
* Absolutely chaotic gameplay that leaves you in awe at the sheer size of your opposition: random shapes bent on ending your shotgun-toting life.
* eight-teen minutes of constant screaming, fun though lol
* Awesome - super fast paced, go with the music!

Negative:

* There's only two types of enemies and they spawn like crazy if you're not looking in all directions. I wish there were powerups or boosts to insist a more complex gameplay.
* Mildly interesting. Not much depth.
* They removed Burst Jumping, Now the games slow paced and has no thrill to it, So disappointed, The game was so great until they did this :(

# Thumper

Positive:

* This game is Fucking hard, but fair. Really trippy visuals and cool looking bosses. Going for all S ranks is insane but definitely worth it.
* Thumper is a very fast paced, beautiful looking "Rhythm"/ Reaction game. I'm having a hard time calling it a rhythm game since big parts of the game solely rely on fast reflexes and muscle memory, so don’t expect a game where you cruise around to the music.
* A highly entertaining, if somewhat frustrating way to develop your brain's processing speed.... or melt it completely.
* It's like Guitar Hero on acid. Prepare yourself for eternal torment.

Negative:

* yes, this is an amazing game and I love it to death. but I found myself getting pissed off than feeling accomplished. the game doesn’t give a flying fuck if you’re at the end of the hardest stage possible. you die that’s your A$$ back at the start of the lvl. I have broken 4 keyboards and even my desk out of frustration of this game. I say if you want it then get it but if you get frustrated easily. don’t. buy. the. game!
* Fuck this game. game creator should learn how to BALANCE the final level. having it 100x harder than rest of game is a total Bitch move.
* it's hard like hell. And I mean it has such a steep learning curve to learning these steep curves that it gets frustrating and annoying too much, too soon. Also, be prepared to bury your space button, because it will die, R.I.P. I stopped playing at level 2-13 because it was too frustrating and I can't seriously recommend such a game to anybody. What's the point to make an awesome game if it's only for the select few pro-arcaders?