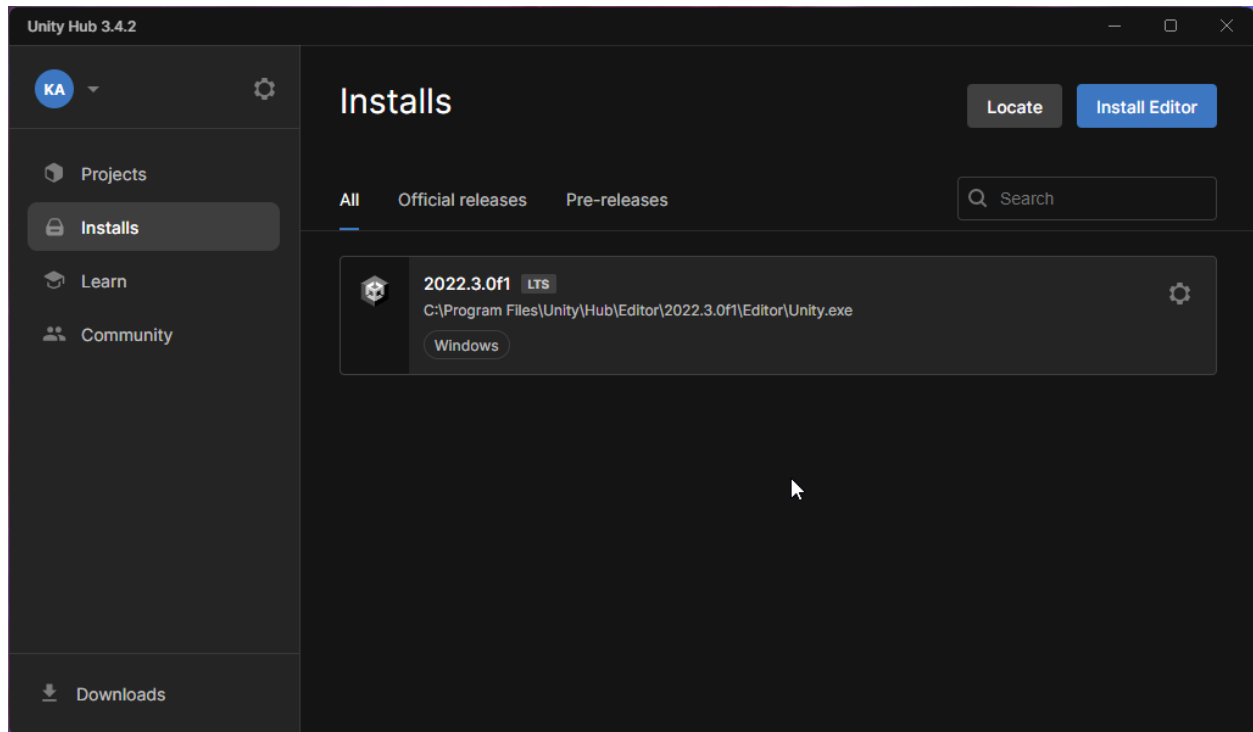Kyle Anderson
CS 4423-01T
jvh640

Assignment 1

Part 1 - Unity Install:

Part 2 - Rocket Sword Demo Review

1. What did you enjoy about this game? What did you dislike?

The game was fast paced and each encounter with a more difficult NPC gave more gratification when you learned to overcome it. It's difficult but not overly so. The pace at times was a little too fast. Particularly when hitting the spacebar the speed boost made it very difficult to hit any actual NPCs, making this particular "Special" a double edged blade.

2. What about the game seems challenging to implement?

Specifically I think the animations were probably fairly difficult, especially the multi-layered background that shifted with height. Additionally I think the balancing process was most likely difficult to narrow down to making it just difficult enough for the user.

3. Why do you think I made you play this game?

It's a great example of how simplicity can still be engaging, challenging, and rewarding to the user.

4. Did you play this or watch a video instead?

Played the game.