Kyle Anderson
Jvh640
CS 4423-01T

Assignment 2 - Rogue Like

Why would someone develop a game like this?

I chose Tales of Maj'eyal. This game, to me, looks like a single player pc implementation of a D&D style dungeon crawler. I think the appeal for making a game like this is to provide a somewhat similar feel without the necessity of other players. The difficulty of working your way through the areas partnered with the single life makes success gratifying.

What did you enjoy about this game? What did you not enjoy?

With this game, I think the complexity was a double edge sword. The complexity added depth to the game which gives it more longevity in play time and more unique experiences, but it also makes the game difficult to catch your stride in the game.

What about this game seems challenging to implement?

With this game I think the most difficult thing is easily going to be the balancing of skills. Ensuring that adding skill points or specials gives just enough of a boost to be meaningful and make a visible difference to the player without breaking the game

Did you play this or watch a video instead?

I started out trying to play the game, but quickly realized it has a lot of depth and intricacies that I wouldn't be able to fully appreciate within an hour of play. After that I chose to watch a Let's Play of an experienced player to get a better Idea.