QA 2

Lord Farquaad –  Justin Mo and Salvador Morales

6/10

Since this game was based off of prince of Persia I thought it did a great job with the movement animations. However, I was stuck in the beginning area of the game, and thus was unable to fully explore the puzzle platform part of the game. I also felt as though the character was not given any personality  
  
Positive:

* Good movement animation
* The "Woah" speech bubble when jumping
* level design

Negative:

* was stuck in one little area
* the jumping height looked like I wasn't able to jump on top of things when I actually could
* there were no indication of controls

The Ninja Way – Yuya Shimbori

7/10

This had such a cool art style, and I really liked the liked the animations but there really wasn’t a lot to the game. You were limited to a single screen, and new enemies didn’t spawn in once you defeated all of the enemies. The controls for jumping was also a little strange since if appeared that the character was jumping on the moon. You also couldn’t die in any way which also made it hard to be immersed in the game, but it has lots of potential.

Positive:

* Good design
* fun to play
* cool background

Negative:

* jumping is a little hard to control
* enemies can't kill me
* controls were not given

Slippy’s Slippery Story – Benjamin Don

9/10

Very cute art/characters, and I really liked the story idea. However the movement was a little confusing as I didn’t really understand the gliding versus sliding mechanics. The animations for the character were really good, as there was a separate image/amination for the different movements. However there were lots of dangers that I wasn’t aware of until it was too late. For example I fell off the edge of the world without even realizing that I was at the end of the world, and I ran in the snowman several times before realizing that it was an enemy. It was a little short, but I has a good foundation and was the most character-driven game so far.

Positive:

* I could go very fast and basically fly over all of the obstacles
* cool animations between different movements
* variety of enemies

Negative:

* A little hard to figure out what "gliding" was
* got stuck on the ramps
* fell off the edge of the world (unless that was supposed to happen)

Be mine - Isaiah Abrea and Quan Bui

8/10

Absolutely loved the art style and animation in this game, and I also liked the story. However it was a little hard to see the entire world and so it was hard to move to different areas. Such as trying to enter the shop, and then because of the shop’s layout I immediately walked back out of the shop. However, there didn’t seem to be any interactivity with your girlfriend so the game wasn’t fully complete. This game is clearly character driven and it has potential to be very immersive.

Positive:

* Good art and walking animation
* Could sleep and die
* Good foundation for a story

Negative:

* Confusing of walking down to shop but then the shop entrance in still on the bottom
* could walk over NPC
* Glitch where the items menu didn't show up when I hit "b"

Inquisitorius

7/10

Very fun game with an interesting premise, and I loved the art style and the music. Out of all the games I played this definitely seemed the most complete one. There was lots of interactions with NPC’s which is definitely needed in this kind of game. The music also really helped with the immersion into the game. The animations were also very nice, but I wish you could actually use the bow that the character is carrying around. Being a murder mystery this was probably my favorite game story wise. One thing that could be improved would be adding even more characters to interact with, or give the NPC’s more dialogue so that it is easier to try and guess the murderer.

Positive:

* cool art and idle animation
* lots of NPC's to interact with
* very good music that added to the immersion

Negative:

* did not realize could go left from the start point
* having jump and interact as the same button was a little confusing
* would get the same dialogue over and over before getting a different one