# ☄️ [Asteroids](http://www.freeasteroids.org/)

# **Died instantly sad :( reported to gaben -rep**

* Unfair I Died, Plus… MiNeCrAfT iS bEtTeR
* Good Game, except the key controls are the arrows which meant use hand not use to controlling with.
* The graphics quality is surprisingly good, even though using basic mechanics, they implement these allowing the user to create a unique experience each time.
* Controls aren’t obvious, did not know i had to move by using a nintendo 64 controller but shoot with a wii remote
* Too violent for me. Those spaceships were fast
* Physics feel really nice, difficulty isn’t too high, makes you want to replay it
* Didn’t know you could move ngl.
* Not accommodating for users with lack of mobility - can’t play good with only 1 arm :(
* Simplistic sound design, but very recognisable and suits the art (which is also simplistic).
* The mechanic of momentum feels realistic and is used as an extra barrier for the player to comprehend
* It’s easy to tell when you get hit, thanks to the animation, and also when the game is over but it is harder to tell when a new level begins, unless you’re specifically looking out for it.
* Lotta driftin but made the game fun
* Poorly suited controls, better with joystick
* Good rolling screen adds to the gameplay, can use to escape and means there’s a consequence to not killing enemies as they’ll come straight back from the other end of the screen
* Good game idea with bad mechanics. Simple art makes it nice to look at. There are no settings to adjust controls or sounds (which are very painful) and the wrappable screen allows for you to hide your character. I liked the use of space for shooting, especially as you can hold and fire 3 at a time.
* Considering this game was originally made for a joystick, the arrow controls are somewhat difficult, slightly unresponsive. I like the simple line drawing style it means you’re only focusing on the gameplay. The wrapping screen stops the asteroids filling the screen as they break up as well as giving the player somewhere else to escape to.
* Spaceship was too weak. I died instantLy.
* Somebody once told me, this game was going to destroy me, it's not the sharpest game in the shed. It looked kinda funky...

# 👾 [Space Invaders](http://www.freeinvaders.org/)

* Simple game, that is easy to play but it is harder to master. The aliens get faster as the game progresses to increase difficulty, as well as getting closer to the player. The aliens also shoot much faster at end levels.
* Main menu clearly displays scoring system, allowing players to develop appropriate strategies.
* Very fun game. Easy controls with the arrow keys to move and space to shoot, I like how it as the player progress through the levels it harder, the aliens shoot more and are more quick while moving. Also like how the aliens come closer towards you. The bad thing about this game is the fact I died when JAMES put space invaders image on the board!!!!!!!!!!
* Simple controls and objective, easy to play and slow difficulty progression.
* Slow movements, hard to shoot, but cool you have barriers that have a certain durability
* Kinda boring because same aliens and they are all the same colour… Except the special red bois
* I like the variation of the points for the red ship, keeps the game interesting and prevents it from being formulaic as you just systematically work to defeat aliens layer by layer.
* Simple but very effect. Basic inputs but you can’t really mess it up. Great fun and kept me playing.
* Easy to understand the controls. Clear score understanding but with a bit of mystery as to what one invader will get you. This draws you in. Increases in difficulty nicely by speeding up everytime invaders hit side.
* Incredible game. Kept me hooked for hours. Simple game that ramps up its difficulty and becomes addicting

# The game starts of quite easy but by the the 4 wave the game picks up pace along with the ominous soundtrack that increases in tempo that helps to increase the sense of panic as a wave of aliens come to eat your face. Simple controls but it works really well.

* Game starts off very slow, doesn't pick up too fast, however, when it does pick up, the game can go slightly too fast and you can die over and over again.
* The most iconic thing about this game is the music. I loved this game as it has a simple set of controls and simple graphics yet the tension is raised so much by the music slowly increasing its speed as the player goes from level to level.
* This game needs FLaSH which i don't have.

# 🍒 [Pac Man](http://www.playpacmanonline.net/)

* It was a bit scary because of those spooky goats but I loved collecting the mints and fruit for dem points bruh
* Very good game, just a white box, best game 2018. Sent to IGN for them to give a 10/10 review
* ^What they said
* ^What they said
* ^What they said
* Oof
* Can we get 3 likes
* LLi
* Like
* like this post to die instantly

# 🐒 [Donkey Kong](http://www.mcdonalds.com)

* The game is extremely difficult as falling will kill you. The third level in the flash version is very noisy and broken. The barrels can get extremely irritating when they go down stairs and then sometimes they don’t.
* The player is at a disadvantage because the barrels could drop on any ladder or edge, making it insanely difficult from the start
* Very difficult. Did not know the controls and was difficult to learn them. Difficult to learn the game mechanics. Very hard game, did not even get far in the game after several attempts because it was too difficult
* I thought graphics were 3D. 0/10
* Tricky to get into the hang of. Jumping is slower than expected, meaning that often you jump too late. The hammer makes it impossible to leave your current layer so you can’t really use the advantage to progress further in the game. Because there’s no visual warning when the hammer is about to vanish, often it goes just as the player is about to destroy a barrel, meaning you end up squished
* Barrels are quick, you jump and climb slow. Difficult to get the hand of. Wasn’t very fun as I didn’t get the hang of the controls. Pretty mediocre.
* >Fall damage in a platformer 2/10
* Game has ligma. Not good. Would change this

# 🚀 [Missile Command](https://en.wikipedia.org/wiki/North_Korea)

* The fact you have to manage your resources prevents the player from just spamming shoot and keeps it interesting. It’s soul destroying when you are out of ammo and you have to watch as the enemies slowly encroach on your city ()
* It was very easy using a mouse as I was able to move the cursor around quite fast although on the first level I didn’t realise that I had limited amount of missiles to protect the bases. I had a slight epileptic fit at the start. They should have placed a warning about those flashy lights.
* Almost gave me a seizure.
* Simple idea of shooting missiles before they reach the ground, gradually gets harder due to new enemies and the increase in speed in which everything moves.
* SOOOO HARD. too difficult and stuff, and like it's hard to know where its gonna explode, make it better with knowing where its going
* After a few attempts and having epileptic shock from the game over screen the game’s difficulty significantly increases after a few levels making it seem almost impossible to hit targets
* Really fun until you had an ammo count. ( ͡° ͜ʖ ͡°)
* Game has ligma. Not good. Would change this

# 🌊 [Tempest](https://en.wikipedia.org/wiki/Titanic_(1997_film))

* The game was extremely confusing and there is absolutely no instructions. The UI is also very confusing, although at the time it would have looked good.
* Innovative concept for a bullet-hell; the use of a prism style game board makes the emulation of 3 dimensions only using 2d sprites very convincing
* Weird shapes and kinda ugly text. It's kinda weird, very difficult.
* Weird ui, difficult to understand the start screen. Once you start there’s interesting mechanics as the targets speed up, making a good 3d effect despite being a visually simple game
* Can spam by continually moving and shooting, although the spikes added in later levels combats this a bit
* I...
* Interesting idea for a game. Hard to get the hang of and no real instructions for the user to follow to understand the game. Early form of a 3-D styled game.
* I found it to be a complete button masher with not much difficulty until the later levels, especially with a point and click mouse instead of a joystick. I would suggest the introduction of abilities for the players to counteract the insane difficulty and multiple weapons/abilities the enemy ends up having.
* Upon first starting the game I was entirely confused. After dying once or twice I understood the controls and found it oddly enjoyable. The game relies around your ability to judge how far away the enemies are and which one to shoot first. An incredibly simple art design but works well. You can use a burst fire to keep them at bay. 6/10

# 🎖[BattleZone](https://store.steampowered.com/app/.../PLAYERUNKNOWNS_BATTLEGROUNDS/)

# Tbh not worth the time. The grid Like graphics are a nice touch as they make it seem like some sort of night vision look. The radar that says where enemies are are nice but by the time you've turned, you've basically lost due to the time it takes to hit a shot inside of the crosshair (If long distance away). Besides this, the animations are good although i'm not sure how to progress, or even if you can… Maybe you just shoot stuff continuously but doesn't seem to get harder. - Nick 2018

* Enemies increase in difficulty until they get very hard to defend from - fast flying saucers run at you giving you one shot until it kills you instantly.
* Terrible game 2.5/10. The camera was not fast enough to turn so if an enemy appears behind you then you are dead. The graphics were noise as it was simple and easy to tell where the enemies were on screen. The radar was good as it allowed you to see where enemies behind you were but you still couldn’t turn in time.
* Very poorly designed mechanically. Graphics are cool but the mechanics are clunkly and unresponsive.
* 1 shot kill mechanic makes it unfun.
* Pan speed is too slow making it difficult to shoot enemies if they don’t spawn in front of you
* Absolute bad, can't even aim. Very **anger** >:( very confusing what i had to do. Was very lost
* Surprisingly good for how simple it is, it’s difficulty does drag it down a bit and I would suggest perhaps a way of deflecting incoming shots to counteract getting one shot, otherwise the games all about timing and is a clean shooter
* For the year it came out the game is enjoyable but admittedly quite hard. The main difficulty isn’t enemies health or a complex puzzle, it’s the slow turning speed. You need to be constantly aware of what’s around the tank. There is some cover in the environment so you can avoid shots but it is quite difficult. For a game where you are a tank why no tank controls?

# 🌚 Lunar Lander

* ANNOYING SOUND sounds like Rebecca Black - Friday, I don’t even know what I’m doing 0/10 ign rating
* 0/10 impossible game can’t land kills you every time.
* Tf how did i **die**. Very bad :( ahhhhhhhhhh
* Really hard game but was very fun and intuitive. Has a high level of skill to the game making it fun to try and learn how to get the best score.
* Controls were too hard. I couldn't even play it.
* Not intuitive controls, takes a long time to play because

# 🍊 [QBert](http://www.freeqbert.org/)

* Very frustrating game with random things killing me and going off the edge even tho I press the left arrow key, SOOO ANNOYING at times and very stupid!
* Hard and very difficult. Controls are simple but due to level design it is easy to kill your character. Designed to be annoying to the user.
* I keep jumping off, controls are awkwardly changed to keyboard
* Controls are rather annoying, the fact that up and left is both up of some sort is very annoying. It would take along time to get use to this, however, i see what the game type is nd its a very unique style that people where not use to, so the game is something special… But kinda stupid though….
  + ( ͡° ͜ʖ ͡°)
* My high score was 4625. The arrow keys are a bit weird being side on, but in that perspective it’s hard to do anything else. Game is hard but not too frustrating once you’ve tried it a few times.
* The arrow keys and direction of QBert were difficult to grasp at first, and with the bouncing balls it made it a complica

game to get to grips with

* Cute design with clear instructions and controls told. Difficult to play but enjoyable.
* Controls are really hard on keyboard!

Ligma

