**Research**

Games:

Ori and the blind forest

Review: " Ori's level design is striking, with lots of distinct, memorable areas that are fun to get around in even after you've visited them a few times."

Seemingly, a platform game is only as good as its aesthetics, increasing replayablity and making first playthrough capture attention helps create an enjoyable game.

Super mario bros

Review: "While not the most fun Mario out there, this is the classic that started it all. Although not as fun to play as its successors, it still is a very fun game to play through, and has great replay ability. Definitely still worth playing and beating without any doubt."

The creation of a nostalgic game could entice new players, however with crisp mechanics and playablity could be a key to success

I Wanna Be The Guy

Review: "The game is simply put, beautiful. IWBTG is a tribute to the 8-bit era with extremely frustrating level design and a great musical selection from some classic games."

Again, a nostalgic feel however with the combination of insane diffuclty and with a crisp design makes this game heavily replayable.

**Text used:**

<http://twvideo01.ubm-us.net/o1/vault/gdc04/slides/why_we_play_games.pdf>

TL;DR

<https://www.theseus.fi/bitstream/handle/10024/119612/Thesis%20-%20Toni%20Minkkinen.pdf?sequence=1>

Used to aquire the knowledge of key mechanics to alter.

Overall:

An important narration and design is important however crisp design is essential, mario has been around for decades because it has a great balance of aesthetics and mechanics which applies to a larger audience, I believe that a game with the aesthetics of Ori, diffuculty of IWBTG and crisper mechanics of mario can be successful.