**Enter the Gungeon**

* Lots of things to take cover behind – pillars, tables, walls that stick out, etc.
* Clear design – enemies are visually distinguishable and are similar to each other
* Bright, blocky art – chunky pixel art and large assets
* Fast paced, but not impossible. Easy to pick up again after a game over so ‘flow state’ is not lost
* Varied enemies and attack patterns – but easy to learn after a few encounters
* Nice addition of jump roll dodge and ability to clear all bullets in the room – give the player a chance to breathe a little and rethink strategy
* Varied weapons/pickups, but hard to get and worth a lot of money
* Must spend money wisely – monetary resources are limited

**Wizard of Legend**

* Lots of narrative, or room for narrative with the ability to initiate dialogue with many characters
* Museum setting – nice tutorial / introduction space to spells and abilities. Intriguing way of conducting a tutorial
* Dash jump for crossing gaps is a nice way to escape melee enemies or enemies with short range
* Quirky characters and character design – each character has a different attitude and mood

**Nuclear Throne**

* Option to choose from different characters with different abilities
* Enemies are easy to kill, but you must avoid the explosions they create when they die (?)
* Lots of resources to pick up and meters to fill and upgrade
* Humorous one-liners – keep players coming back and progressing
* Bosses appear randomly during other instances of combat
* Style is chaotic and confusing -bad when everything else is also so distracting
* Each layer/level has a different theme – one is open, one is a maze etc.
* Bosses have hard bullet-hellish attack patterns

**Binding of Isaac**

* Interactable environment
* Cool theme – religious imagery throughout leads to a cohesive theme and cohesive gameplay
* Juxtaposition of gore with cheery faces of characters
* Small puzzles – easy to complete
* Dark humour
* Enemies have varied attack patterns
* Dark, dingy theme makes interactable items stick out
* Nice glow effect on player-character? Makes him easy to spot??