**Rogue Legacy**

* The permanent death (every time you die, you have to start over) can be very frustrating
* I like the fact that the castle is different every time you enter it so you do not have to do the same thing again. Also, with the gold you collect you can buy armors/swords or just improve your character health and you will be stronger.
* It can be really immersive since you can upgrade your character every time you die.
* The bad part about this game is that in the beginning you are really weak and your skill will not matter, you will not be able to pass.

**Wizard of Legend**

* I find the beginning very boring. There is too many people to speak to and too much information
* It makes it so interesting because you have a lot of spells to use.
* Every time you start, items, traps, shops and enemies are placed randomly.
* I like the design more than Rogue Legacy.

**Space Mayhem**

* Many Powerups
* Enemies are always the same and they follow the same pattern
* you can only shoot an amount of bullets and then you have to wait few seconds unless you take a powerup
* the design is pretty simple
* the idea of the game is interesting and it keeps you immersive.