I have personally tried all of the games on the list. User Experience is based on my own personal experience and other user’s feedback – Mircea.

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| Game | Core Mechanics | User Experience |
| FTL: Faster than Light | Procedural generated, Permadeath, Real time strategy. Unlockable alternate starts. Resource Management. Scaling Difficulty | The constant factor that the “Endgame” will begin after 7 Galaxies always keeps the plyers with the goal in sight. The “Pause” mechanic allows for better concentration during combat. Players found it frustrating that they are forced to advance constantly (pushed by the Rebel Fleet). |
| Crypt of the Necrodancer | Procedural generated levels, Permadeath, Beat-matching rhythm game. Permanent upgrades. Alternate pickup unlocks  Scaling Difficulty | Players enjoyed the variety of characters and alternate playstyles. The permanent upgrades lower the difficulty. |
| Risk of Rain | Action Platformer.  Scaling Difficulty.  Permandeath. Procedural Generation. | The players enjoy the fact that the level layouts are not procedurally generated.  1-4 Players multiplayer. |
| Nuclear Throne | Procedural generated levels, Permadeath, . Unlockable alternate starts.  Resource Management, becomes bullet hell. |  |
| Wizards of Legend | To be Researched. |  |