Game Review: Dungeon Delvers

1. I liked the fact that the combat system was interesting, as all of the conditions had to be set before the level began.
2. What I didn’t like about the game was the feeling of not being able to do anything during the level, aside from being able to move the characters. While I feel like it was nice to have to make everything before the level, I feel like there could have been a little more user input during the actual game.
3. I thought it was pretty polished, because nothing was really horribly wrong with it, and everything was running pretty smoothly, and the graphics were pretty cute. The only thing that I can think of that might have been wrong were the ghosts. The brown ghosts never disappeared, and the green (normal) ones did, but still showed up on the minimap, so it wasn’t that surprising once I learned the trick.
4. The game did have a theme of beating up monsters in caves. It didn’t really seem to be telling a strong story, just kind of a goofy little game where you attempt to save your friends, then it seemed to run out of ideas for story lines, but not levels, so they just kind of continued the game.
5. If I was to change the game, I would make the characters a little different from each other instead of having a copy-paste for each one with a different D-Name. Going back to my comment in #2, this could be as simple as including an ability with a cool down for every character. This would both increase player input during the actual game and make the characters seem special instead of all kind of the same.

Mechanics:

1. One interesting mechanic was that you had to set most of the character behavior before the level, leading to an extra level of strategy.
2. I think it could be done pretty easily with If statements (they might be called something else in C#). I mean, they game you a priority list (the If/Else part) an action to take (like attacking or healing), who to do it on (an enemy, ally, or self), and when to do it (the If statement). Altogether, it might look like this:

(1 Priority) If (When to do it = true && Target in range) {

Do action

} Else If (2 Priority) {

… And so on.

1. I thought that all of the systems were fairly easy to understand, as most of the learning happens before the level where there aren’t enemies chasing you around and you are on a time bomb. Most of the debuffs are pretty self-explanatory, and the other options (Attack and Heal) were pretty obvious too.