Game review document:  
1. What did you like about this game? What was interesting and unique about the game?  
2. What did you dislike about the game? What detracted from your playing experience?  
3. How polished was the game? What makes you say that?  
4. Did the game have a theme? If so, what was it?  
5. If you were to change this game, what would you change? Why would your changes be better than the original?  
Focusing on mechanics:  
1. What interesting mechanics did you notice while playing this game?  
2. How do you think they made these mechanics work?  
3. When first playing the game, did you understand how all of the mechanics were supposed to be used? If so, how? If not, what was confusing, and how could it have been made clearer?

1. I really enjoyed the randomness of the game. I enjoy hard games much more than I do easier ones, so I felt like not having complete control and playing around not getting favorable actions was a fun challenge, and even so, the re-rolls really helped to get you back on your feet.
2. I disliked how ridiculous some of the enemies could be (like the snakes). I was trying my best to survive at all against them, but I only managed 2 kills out of 4 before poison stacked up too much against me. I feel like some of the enemies could be balanced more, such as having it so that if you don’t take direct damage from a snake that turn, no poison activates.

I also felt like I was unlocking new stuff a bit too slowly and that it was a little too random. While randomness inside the levels is great, not having control over how you have to deal with future levels is a bit annoying, as I feel like that puts too much in rng’s hands.

1. It was really polished quite well. The pixel graphics were great, and I couldn’t find any huge bugs.
2. Not one that they really explained well. There was no story at all to speak of.
3. If I was in this game, I would make the outside of game mechanics more like a shop system and a skill tree rather than leaving everything out to randomness. Sure, the shop can have random items, but ultimately, it’s the player that decides if any of those items work well, or if they should save for the future.
4. I liked the dice rolling, as I mentioned in #1.
5. Random numbers were obviously a huge part of this game. They were everywhere; in the dice, in the items you got after battle, in the enemy’s actions.
6. I do feel like the tutorial could have been a little bit better. I get it’s a game genre that you have to do several times to get to the end without being extremely lucky, but I feel like especially because we had to create our own “copy” of the game, it would have been nice in the first play through for the tutorial to be a little more demanding that we complete it. Everything is nice and big, but some directions would have been nice to accompany the tutorial, and the directions in the settings tab were much too complicated.

Overall, really good game. Continuous damage could use a nerf, and I would like to see less rng out of combat (In combat is a great idea, as I really like being able to not be able to spam your most powerful attack all of the time), but other than that, I think this game was really well made. As for being able to actually do it, I doubt it. I can see all of the concepts and stuff (I would absolutely want to be programmer for this project) but I think that the amount of testing and time I would need to actually put it into place correctly would be too much.