

## Old Prince of Persia Video Game Critique:

### Game Mechanics + Platform

The platform contained limited responsiveness and performance. With this, we can see that the game mechanics contain various constricted controls to enable platforming, sword combat, and puzzle-like navigation. The animation gave realistic movement, but also introduced input delay, and without checkpoints in each room, mistakes were heavily punished, leading to repetitive restarts. The 60-minute time limit added urgency but discouraged free exploration.

### Storytelling + Visual Design

I found the story to be very simple and easy to learn as the game progressed. This was also highly effective because the clear motivation was within the time limit pressure that the game exuded. As for the environment of the game, the straightforward stone walls and grey accents made it smooth to play. The story was also very direct with danger. Allowing the player to really recognize and remember when danger would arise.

### Game pacing + Payer Engagement + audio

The game was very deliberate with the movements of the players. With the clock ticking down, the need for speed was greatly pressured among the players. Not to mention the audio that was paired exuded an intense background to heighten the player's moves and motives.