Old Prince of Persia Video Game Critique:

The originalPrince of Persia (1989) was very creative for its time, with smooth, realistic animation and a mix of platforming and puzzles. The 60-minute countdown added pressure and made the rescue feel urgent. These features made the game stand out and gave players a unique challenge that required planning and careful movement.

At the same time, the design frustrated many players. The controls felt slow because of the delay between pressing a button and seeing the prince move. Since there were no checkpoints in each room, one mistake meant starting over while the timer kept running. This forced players to repeat the same actions again, making the game feel more stressful than fun.

In the end, Prince of Persia showed both the strengths and weaknesses of early game design. The time limit added intensity, but it punished players who wanted to explore at their own pace. While the game could feel unfair, it also proved how timing and tension could shape the player’s experience. Later games in the series fixed many of these problems by improving controls and adding checkpoints, creating a better balance between challenge and enjoyment.