

## Prince of Persia Critique:

I found that the animation for the game was surprisingly smooth for a pixel game, let alone one from 1990. It captured the momentum and movement of a real person very well, and one could tell how much detail they put into thinking about how a person could feasibly perform the movements we see from the main character.

Regrettably, the smoothness of the animation did seem to impact the movement controls as a result. I would describe the movement controls as somewhat sluggish, since there is a noticeable amount of delay between user input and the action of the character, except for the combat controls. This could have been intended as an extra layer of difficulty, but it can make the movement seem unresponsive and frustrating at times.

The combat, while being the exception to this rule, has its own issues. While it could be an issue with my own skill, I found that the combat came down to whoever came first while trading hits. While there was a blocking function, the only real use was to use it so you could get in range for another trade. While this might have been the intended method, it felt like it came down to luck rather than skill, since the enemies struck first half the time.

Regardless of the gripes I have with the controls, I did enjoy the idea of the timer persisting across lives. The idea of allowing the player to die as many times as they needed to as they reached the end was very interesting to me. This system allows the usage of time as a resource within the game in place of the traditional system of only allowing a set amount of lives. Every death is a loss of the time the player has remaining, so they are encouraged to go as fast as possible and perfect their route, until they finally make it to the end in the allotted time. It encourages a different kind of strategy than traditional platformers, and makes it feel very unique in comparison.