Why I like / Dislike certain games

# Borderlands

## Like

* Weapons
* Abilities
* Characters
* Humour
* Art Style
* Pace of gameplay
* Environments
* Level Design

## Dislike

* RNG
* Bad / Useless Loot
* Loosing money when you die
* Lack of ways of dealing with bosses
* Once you have a build and are max level, what more can you do?

# Grounded

## Like

* Art Style
* Simple Mechanics for survival
* The bugs are well balanced
* The ease of base building
* Level Design
* How fluid the game is in general
* The variety of armour
* Perks and how you unlock them

## Dislike

* The lack of things you can build in your base that are functional. It is quite easy to “max out” your base
* The lack of difference in weapons (content updates will fix)
* The current lack of bugs (content updates will fix)

# Sea of Thieves

## Like

* Its simplicity yet complexity
* Art Style
* Ship combat
* Fishing
* PvE Combat
* Random events
* Some quests types

## Dislike

* PvP non-ship combat
* The lack of variety for quests
* No way to remove planks from players ships, covering holes
* Needs more ship types, non-combat maybe

# Mini Ninjas

## Like

* Combat
* Art Style
* Variety of choices in combat

## Dislike