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| Game: | Theme / Art Style | Scope | Difficulty |
| Risk of Rain 2  Image result for risk of rain 2 | Low poly, low detail, focus on particles  Sci-Fi Theme +Easy to make  +Easy to modify  -May look overly simple if done poorly  -Won’t look unique | Endless – Levels repeat themselves  Pre-made levels  Large Number of items  Multiple unique bosses/enemies per stage  Unlockable characters and items  No story outside of a few bits of backstory | Difficulty increases with time  As difficulty increases:  Number of enemies increases.  enemy health and damage increases.  New modifiers are applied to enemies. |
| The Binding of Isaac  Image result for binding of isaac | High-res pixel art  Dark/Religious Theme  +Very appealing and unique art style  +Has none of the negatives of standard pixel art  -Very difficult and time consuming to make | Finite number of levels  Multiple hundred room layouts  Very large number of items  Unique bosses/enemies for every stage  Unlockable characters and items  Minimal Story | Difficulty increases with progress  As difficulty increases:  New stronger enemies are added.  More complex stage layouts are used.  Items become less common. |
| Crypt of the Necrodancer  Image result for crypt of the necrodancer | Brightly Coloured Pixel Art  Fantasy Theme  +Easy to make  -Difficult to represent hitboxes with pixel art | Finite number of levels  Randomly generated levels  Smaller item pool but different materials allow one item type to have various stats  Unique bosses/enemies on every stage  Unlockable characters and items  Story mode but without much story content | Difficulty increases with progress  As difficulty increases:  Games pace increases.  New stronger enemies are added. |
| Don’t Starve  C:\Users\Willoughby\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\BA891DF1.tmp | Hand Drawn Art Style  Storybook theme  +Very appealing if done well  -Extremely hard to replicate  -Requires lots of complex animations | No levels, endgame is optional  Randomly generated rooms  Medium Item pool  Small number of unique enemies/bosses for each biome  Unlockable characters  No story | Difficulty is mostly random |
| Faster Than Light  Image result for ftl | Vector-like graphics  Space Theme  +Simple to replicate, even in 3d  +Very easy to identify characters  -Looks poor when zoomed in | Finite number of levels  Randomly generated stages  Medium Item pool  Enemies get similar levels of customization to player  Unlockable ships  Minimal Story | Difficulty increases with progress  As difficulty increases:  Rarer hazards become more common.  Ships spawn with better gear. |
| Enter the Gungeon  C:\Users\Willoughby\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\4D0499FC.tmp | Pixel Art  Sci-Fi/Fantasy Theme  +Easy to make  -Difficult to represent hitboxes with pixel art | Finite number of levels  Semi-randomly generated levels  Largeish item pool  Unique bosses on stages but enemies are similar  Unlockable characters and items  Minimal Story | Difficulty increases with progress  As difficulty increases:  More enemies  Harder room Layouts  Harder Enemies |
| Rogue Legacy  Image result for rogue legacy | Pixel art  Fantasy Theme  +Easy to make  -Difficult to represent hitboxes with pixel art | Functionally endless level however particularly good runs will run out of rooms to explore  Semi-randomly generated levels  Very small item pool  Unique bosses in pre-set locations  Unlockable stat-buffs  Story takes backseat | Difficulty reduces with progress |