Dexavier Chang

Casual Game Production

1/31/2020

Finding positive reviews for Terraria was an easy feat. Essentially, most of the reviews where praising this game and most reviewers had insane amounts of hours logged in. The one common theme I noted was it's an excellent example of what a sandbox game should be. Sandbox games are ones where the player is thrown into a nonlinear free world. There were several reviews praising Terraria’s customization of your character. It was extremely challenging for me to find a meaningful negative review for this game. Most of the negatives were positive and where placed there for comedy. One common negative theme I found was it’s like Minecraft but with less variety and content. Some of the meaningful negative reviews criticized it as a two-dimensional Minecraft clone that brought little to the table. That was the one common theme of the negative reviews, since the game’s reception is overwhelmingly positive.