Project 2: Platformer

By Colin Clayton, Diana Ly, William Chiang

**Reviews**

Reviewer: Diana

Team/Game reviewed: Space Pirate by David Haro, Susie Reynolds, and Bryan Relampagos

Space Pirate is a 2D platformer created by USF students David Haro, Susie

Reynolds, and Bryan Relampagos. The objective of the game is to attain the

treasure chest found near the end of each level while dodging or attacking

flying enemies and bullets.

THE PROS

One of the things I enjoyed about this game was the sprites -- the main

character especially -- as they were handmade. The music suited the game

well as it gave it a playful touch. The menu contained instructions on how

to play so I didn't have to fumble figuring out what the controls were. Some

nice features were having a health bar which decreases after getting attacked

by the enemy, a score keeper which increases when attacking an enemy or

attaining the gold coins, and background that moves with the player.

One of my favorite features would have to be the variety among the different

platforms and enemies. There were normal, moving, and falling types of platforms

which made the game difficult in level three. The non-stationary enemies moved left

to right, but did not have the same speed. Some were faster than others which made

things interesting in level 2. Although the first two levels were a bit too easy

which made it a little dull, the third level definitely made the game more

challenging and thus enjoyable.

THE CONS

What I did not enjoy about the game was how the player was not kept within the bounds

of the game window in regards to the left and right sides. I feel like this game can be

improved if a setting was added to have the player stay within the bounds of the game

window width-wise only. The height is fine. Needing to exit out of the game to manually

change the levels was also tedious and annoying after the second time to play the second

and third levels, so changing the flow of the game to have the levels change to the next

one automatically would also be a great improvement. There was also a bug (not sure if

deliberate) where the trajectory of the bullets would alter with the movement of the

game window in regards to when the camera follows the player, meaning that the bullets

would never hit the player when jumping to get the treasure chest.

Despite the inconvenience of needing to exit the game to play a different level and to

restart the game, I did like it overall and found it fun to play.

Reviewer: Colin

Team/Game reviewed: “Platformer” by Wilson Giese

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This is a review of Wilson Giese's game "Platformer".

The goal of this game is to collect all of the keys needed in order

to unlock the elevator door and move on to the next level. The concept seems easy but just wait until you play it!

PROS:

This game has some very unique and impressive physics. The player moves without losing forward velocity.

The platforms move smoothly as they take you to the next set of obstacles. The level creator is very impressive! You are able to drag and drop different types of blocks wherever you please.

CONS:

There really aren't many cons to this game. It looks very clean, but some better sprites and animations wouldn't hurt. A couple more levels might be nice. Lastly,this isn't really a con, but being able to save your custom levels would be very cool.

Overall, I definitely recommend taking a look at Wilson's game. It's very impressive, and I look forward

to seeing what he does in the future.

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Reviewer: William

Team/Game reviewed: “Platformer” by Wilson Giese

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Platformer revolves around the simple concept of collecting all the keys in order to unlock the door that leads to the following level. It consists of the basic bread-and-butter of resource collection, reminiscent of a Banjo & Kazooie game.

PROS:

The game’s simplistic graphics and design, which may have been used for a placeholder, are easy on the eyes and minimalistic. The editing console, in particular, was very nicely implemented. One of the twists of this game is the ability to create and edit the map in-game, as well as change the position of objects at your own free will. This is extremely impressive, as it requires a reliance on a more efficient collision system as opposed to a hard-coded grid. Additionally, there are several types of platforms with different visual effects, allowing for a nicely customizable art style.

CONS:

The game’s control feels a little “loose” in that the player is difficult to control once in the air. This is normally not an issue, but trying to jump between pillars can become very difficult and almost frustrating. There is also a bug where platforms which have been created in-game cannot be collided with, although they are still interactable and can be moved. Additionally, because the game’s maps are so big, it seems almost open-ended as to where to go -- this is somewhat mended by the player’s ability to view the entire map in editing mode, but relies on more planning than expected.

OVERALL:

Despite some of the shortcomings, this game was fantastic in it’s unique development and gameplay style. Given more time, this could easily have been polished to become something that can very easily be published as a real game. There should be a better sense of direction for the player, and perhaps some more interaction with the game. I give it an 8/10.

**Feedback**

Received by: David Haro

Pros: This game really blew my mind. The backgrounds and sprites were expertly crafted and hand made which is really great.

A lot of work was clearly put in this game. The music was also great and was even made from scratch. The overall performance and quality could

even be compared to a game made by professional game developers. The game was also very challenging and really required a lot of thought to be put in every move.

The menu and ending screens were also neat and gave instructions on what to do. The three levels also all had something that made them stand out, like the second

level having the locked door and needing a key. Overall I would rate this game a 9/10 if this was a professional review.

Cons: There where not many draw backs in the game. Though the forward velocity was very fast and made it a little had to land on small blocks. It took some time to get used to.

Also since there was only AABB collision, the collision was a bet off with the spikes but only when hitting them backwards(because of the tail on the player).

Conclusion: Overall I enjoyed the game. If it was published and released I would totally buy it. I recommend this game to anyone wanting a challenge.

Responder: William

The game was designed to be difficult, and so the forward velocity was intentionally made a bit fast. The spikes were an oversight in game design, as they would not collide properly unless all the spike blocks were sorted to be the first ones checked. This was left unchanged, as it was not a major bug that impacted most of the gameplay.

Received by Bryan Relampagos:

This is a game review of Project 2, created by Diana, Colin, and William.   
The objective of the game is to reach the cake at the end of the level, while  
guiding our beloved cat platypus foo through the treacherous levels of hell,  
which is filled with spikes, chainsaws, and other obstacles.  
  
THE PROS   
I really appreciate all of the aesthetic features of this game! It's super pretty, and  
contrast between the adorable foo character and the hell world we are in makes for an   
interesting game environment. The multiple features and block types turns this simple  
platy-former into a nice and fun puzzle game, where the player has to time their jumps  
or get to the key before they can progress in the level. The levels were also well designed,  
making their game challenging and fun. For that, I really commend the creators.  
  
THE CONS  
What I noticed about the first level is that some of the spikes match the color of the background,  
making it a bit hard to see them. Not a big problem, but something to consider. Also, I am very terrible  
at the platformer genre in games, so I would constantly be letting foo land in the various spikes and chainsaws  
scattered throughout the level. If there was a checkpoint system, players like me would be very grateful.  
  
Overall, I enjoyed my time playing this game. The instructions were clear, I was in love with the environment,   
and it plays very smoothly. Keep making games, I'm excited to see what you guys produce in the future!

Responder: Diana

The spikes matching the color of the background in the first level was intentional to increase the difficulty of the level. As for the checkpoint system, it was something we considered implementing when we first began creating the game. However, although they would be easy to implement, we decided not to at the end as it would make the game too easy.

Received by: Wilson Giese

Game review by Wilson Giese

Pros: The game has an impressive amount of custom created assets (Textures, Sounds, Shaders, etc...). The gameplay is fun and has a lot of interesting aspects with the different hazard and puzzle blocks. The 3 levels are very well put together and show off the features they implemented.

Cons: One issue I had while playing was regarding the players tail; it seems to get in the way and becomes aggravating to deal with while playing. The only other issue I had was with the movement when the player jumped; if the movement keys are released, and the player is moving and jumping, the velocity is reduced too fast and it feels a bit unusual.

Final Thoughts:

The game is really fun and has a cool theme that is consistent throughout the game. With a bit a tweaking it would a perfect. I'd recommend this game to others.

Responder: William

The part with the tail was definitely an oversight in design, as we did not think about how the tail would look visually when contrasted with it’s collision on blocks. There was meant to be a patch that would make the collisions more realistic and easier, but it wasn’t implemented in time.