[https://weihangguo.itch.io/cross-the-hell](https://weihangguo.itch.io/cross-the-hell" \o "https://weihangguo.itch.io/cross-the-hell" \t "_blank)

This is a Well- made game that incorporates the idea of platformer and 2D RPG game. This whole game mimics the traditional dungeon style art design that are organically incorporated with the narratives. The fact that the author built a brand-new shopping system within this game is absolutely mind blowing, also few options are provided. Despite the grandeur and delicate pixel art that brought the players into this dungeon world, the movement of the main character and his actions are all natural and fluent. The idea of uncertainty is within this game almost everywhere and players could try different styles in order to get through the challenges. They can either gather enough “round white eggs” in order to upgrade their weapons or try harder using conventional platformer game techniques but with growing difficulties given the attack range and ability of the monsters are also evolving in accord with the levels. Although the game is pretty amazing right now, there’s still some place that the author could improve in the future. First is the fact that there’s tons of bugs in the current game play that will negate the players from further movement. I know it is somehow related to the game engine that the players are currently using, but fixing them would definitely bring better game experience to future players.

[Adventures of Goop-Goop by Bhuvi7 (itch.io)](https://bhuvi7.itch.io/adventures-of-goop-goop)

This game incorporates well the jump with the characteristics of the main character “Goop goop” that the players are interacting with. The “goop goop” is a sticky Slime like creature that could either slide on the wall or jump on the wall. Moreover, the jump animation that the author developed fitted really well with this Slime like characters: it is smooth and natural while it preserves the core characteristics of the property of “sticky.” In terms of the art, I think the background pixel art and the pick of the color really reminds me of the deep undersea environment: the chains, the bubbles, and the background color. Last but not least, I found the last level extremely difficult in a way that I myself couldn’t really pass. It’s pretty challenging to avoid all the spikes from almost all directions. Still, it is a pretty well-made and simple platformer game that is worth trying.

[Lantern by Sweaters (itch.io)](https://sweaters.itch.io/lantern)

For the games available on Canvas this week, I would like to talk about this lantern game. It is pretty well made and the simplistic art style is actually pretty intriguing. This game has no termination: as long as you collect enough branches and lit your lantern, you could play forever. It reminds me of the old time games like the Teris, where simple rules create unlimited time in playing. The fact that the game created the limited vision for the players add the uncertainty that the players are facing to collect the branches and keep playing, and it fits well with the title of “lantern” that left the first impression with the doomy vibe for first-time players.