<https://kenzhang.itch.io/star-war>

This is a very interesting and well-made game. I love the way the player could manipulate the plane in the space to shoot the incoming enemies. The background music is well tuned into the game itself as if I could feel the real atmosphere of a space opera. The sound effect makes me back to the earlier 90s where the old-school electronic games have dominated the market. I love the design of the trigger that enables the user to shoot to where the mouse pointed. It enables the maximized flexibility for the user to enjoy the process of shooting. The scoring system also works well, especially the sound effect when you have collected enough scores: this design gives user the feedback on how far progress they have made. Last but not the least, I think the game should improve on the sprite design. The default ball-like sprite does not fit the high-resolution background and it makes the visual effect of the game looks weird unless there’s some deep background behind that.

[Apple Stealing Snake by UnfazedCraze (itch.io)](https://unfazedcraze.itch.io/test)

It strikes me first that your guys are trying to dig into the 3D renderer lying behind the p5.play engine. The idea is really cool and bald to try to think everything into the 3D space (though it is not fully 3D). For the mechanism, it is just the 3D version of the “Snake,” but it is way harder to think about where to turn to in the 3D way of thinking. Therefore, I always ended up dying after few rounds. Moreover, the visual effect into the 3D world is really fascinating. The color choice and pick-up extremely fits the theme that your guys are trying make. The curve of learning to turn is really steep that I have to spend way longer time to adapt to the actual manipulation of the character to grow longer. I think the game should have a planar view for the user to see much more clearly where the snake would go, and some more guiding instruction at the beginning of the game. After all, it is a really fun game to play.

<https://playspent.org/html/>

This is a phenomenal game that as a graduating student, we have to experience at least once in our life. The player, a single parent in poverty, is given $1,000 to live on for one month; they must then select employment, each of which minimum wage. The game ends when the player eithers run out of money before the end of the month, makes it through with money left over, or chooses to end the game manually. You have to do much more thing as an unemployed person to consider your family and yourself. It makes you immerge into the game world and set up barriers to create sense of failure such that you might understand more about the life of a unemployed person. This game does not intentionally set up these barriers and what it does is just to help you realize that these barriers do exist in our society and you have to deal with them, or at least there are billion others who do. Therefore, as for the inspiration point of view, the game is really enlightening.