[The Horde by TheLoNk13 (itch.io)](https://thelonk13.itch.io/the-horde)

Very interesting game design based on the traditional tower defense game. For the starter, you basically have a very old fashioned gun to shoot different enemies that range from health of 4 to health of 2. I love how the attack effect is tweaked together with the sound effect to actually mimic the condition of enemies being actually hit. Moreover, the game provides abundant options to upgrade the artilleries to gain faster speed at shooting, build additional defend towers, and obtain more powerful attack power at the enemies. This manner provides a positive feedback to the players where they could accumulate their advantages from their earlier rounds of playing; Thus it will create longer and deeper play time for the players. Moreover, the game art uses the minimal design to provide the best visual for the players to shoot objects. The enemy shows clearly the current health they maintain, which is good for players to judge the number of bullets they might want to invest on each enemy at each position. The mechanism of shooting the enemies back is also working as it provides longer reaction time for the players to tackle with stronger enemies.

[PingPong Juggle by Aluya (itch.io)](https://aluya.itch.io/pingpong-juggle)

Very simple but engaging game on the concept of ping-pong. Due to the good tuning of the p5.play gravity engine, this game works perfectly well and fluently. The score system keeps you challenge for longer game time and deeper techniques in handling with tricky moving, randomly generated walls going down from the ceiling. I love the collision feedback when the ball bumps between the wall and the plate, pretty pressure releasing and it will definitely trap you for a long time if you are depressed. I found some random bugs that will cause the ball to jam between the wall for a long time like it is glued and sometimes the bottom of the screen will be treated as wall and the ball would bounce back without termination of the game. However, the overall quality of this game is pretty good. Clarified concept and well visualization and physics bring everything harmonically together.

[BECOME A GREAT ARTIST IN JUST 10 SECONDS (dryad.technology)](http://dryad.technology/artist/)

I love the game about the concept that it wants to convey: the relation between the sound and the image. As a well known fact: sound is actually generated by the vibration of the particles. The images are also, counter-intuitively consist of the different frequencies of color patterns. The essence of both staff brings a natural connection between these two, and this game has done a perfect visualization job into creating different wonder frequency images. Number 0-9 represents the basic brushes that will generate different frequencies patterns as the raw materials. The Alphabet keys act as Fourier-Transform tools into changing, shifting, transforming, and tweaking those different frequencies patterns to create stunning visual effect. This game is both deep in its fundamentals as well as the final visual effect players could get from manipulating the interfaces. The beeping background sound effects bring the native experience and feedback for the players who is attempting to draw.