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

Hi, thanks for presenting such a nicely and delicately made game. I really enjoyed it. In terms of the tile color, you used the combination of red and dark gray, which generates an atmosphere of doomy, lifeless and suffocating desperation. Bitsy games are normally comprised of 2D tile design that sort of confined the players to the world of a sphere. However, the creator of the game jumped out of the thought and presented the game with the tile form that mimics a 3D world: minimal tilted lines as part of the prison wall that are perspective, and players use the finger cursor to interact with this “illusive” 3D world by selecting, touching and passing the dialogues. As for the verb in this game, I will definitely picks “explore” and “escape.” There are tons of puzzles in the game that are waiting for the players to explore and solve like “who I am,” “why I ended up in the prison?” “How do I escape from this place?” These questions are acting like the motivations that push through the storytelling of the game. Since the verbs in this game are so closely related to each other and serves for the same goal for the players to solve the puzzle and escape from the prison, there are no orphaned verbs in the game. Several well-identified props and leading arrows lead the players natively to the rooms that are connected by the holes on the wall, which assign the space continuously in horizontal level. On the other hand, text boxes in the game are narrative than interactive, they carry out the basics of storytelling and no special text effects are added. One last thing that is worth noticing is the music, it starts as quiescent and scary in the beginning and speeds up at the last if you entered one of the endings involving a vast red ocean.

[Bird and Fish by YL1209 (itch.io)](https://yl1209.itch.io/bird-and-fish)

Thanks for the great storytelling. The color of the tile is simple but fit the background of the story: a pure, wasted lands that are left with blue sea, skyscraper remains and emerald crystal sky. The design of the tile is pretty minimal, which better fits the simplicity of the story. If I have to pick a verb for this game, I got to pick “find” and “fly.” The major goal of the character is to save the fish and whence must find a container that could make that possible. As for the fly part, since the character is set to be a bird, the only thing that she could do is to fly among the clouds and the skyscraper, and I think these two verbs are somehow related. The rooms in the game are somehow organized in a horizontal manner; however, not every room follows the exact horizontal rules. Some transformations are up and down, which lacks basic cohesion in the space. Moreover, texts effects are limited, and left players less choice to receive some feedbacks.

<https://seansleblanc.itch.io/rain>

The game that I want to delve into this week is the rain. It shows the power of storytelling and minimalism. Players are given limited options in the game, and the tiles to build the major domain for the players to interact with are pretty minimal in terms of color, complexity and delicacy. The choice of the color of blue fits the title well, and blue are also always related to solitude and gloomy mood. Every room in the game is similar, where you could only feel about the transformation of time instead of the transformation of space. The setting of the game room better fits the verb of the game, as I consider to be “confine” and “wait.” Literally, you cannot do anything instead of wait. You wait for something might happen to change the situation while still confined in the space that seems eternal. These two words are closely related, and together forms the vibe of solitude that the creator wants to convey.