1) Fairness

The game starts out as symmetrical, in that each player is given the same items to begin with, but is asymmetrical later due to the earning of random items and weapons, as well as the ability to purchase and trade items with NPCs and shops. This is done to allow the player to explore the game in their own way, and to make each run very unique, interesting, and individual.

2) Challenge vs Success

The challenge level is created by the increasing difficulty of each of the scenes or levels. This allows the players to learn the mechanics of the game and succeed while the difficulty is low and then increase their skill as they play against harder enemies.

3) Meaningful Choices

The game tries to evenly match the choices and desires. There are choices of weapons, but it is limited to three options per trading or buying station, and the player can only hold two weapons at a time. Providing the player with all available weapons may be intimidating or negatively impact the challenge level of the game. These choices are also meaningful, as they impact the style of play in which the player can engage.

4) Skill vs Chance

Skill has to do with the player's ability to avoid attacks and damage opponents effectively. However, each round the player must adapt and choose a style that is optimal for the enemies that they face. For example, they are given the option between three randomized weapons (styles with a matching combat power of the stage that the player is on – not overpowered and not underpowered) per new shop that they come across. The player must decide whether the style of weapon suits their needs and if it is worth switching or spending money on. In addition, the attack styles of enemies are due to chance and are not prespecified, which means that the player will face enemies with different attacks per each runthrough.

5) Head vs Hands

The player has to use an equal amount of head and hand skills. They must memorize the incoming attack patterns and be able to dodge enemy attacks when they are incoming. I would categorize this game as a memorization RPG, as the memorization is conveyed through the tapping of the correct keys.

6) Competition vs Cooperation

I do not believe this has to do with our game because it is a single player game. There is no cooperation because there is no one to work with and no competition because there is no one to play against, besides the pre-programmed enemies.

7) Short vs Long

The game is likely short, but the player gets to choose how much time they take on each level. The idea of the game is to keep it short but challenging so the player can play it multiple times and still be interested and engaged. In that sense, the longevity of the game exists in the idea that the player will re-play the game.

8) Rewards

After each level, there is a chest and shop that opens up. The chest offers random items and gold, which the player can then use at the shop if they wish. In addition, there is praise at the end of each level. The shop gives them access to more powerful weapons and different resources each time they finish a level.

9) Punishment

The concept of permadeath is the biggest punishment in this game. Once the player has depleted their health, they are sent back to the beginning of the game, but with a buff in attack so that their next run may be easier than the last (if they wish). In addition, if the player loses too much health, they will be forced to use their items in order to stay alive. In addition, you will see a sad, dying animation of your character when you die.

10) Freedom vs Controlled Experience

The player has freedom to choose which items to carry and which weapons to use. They also have the freedom to move wherever they want at their own pace. However, the play style is very linear, as the player must finish each level in order to get to the boss.

11) Simple vs Complex

The gameplay is simple (attack,dodge, up, right, left, etc.), but the memorization of the incoming attacks are not simple. There are many steps that need to be performed in sequential order to defeat the enemies. However, these complexities are not too overwhelming to the point of frustration. I would like to think that this is emergent complexity.

12) Detail vs Imagination

The game is mainly pixelated, which means that there is not much detail in the individual objects. But, the environment has a lot of complexity because it is filled with different enemies and lots of scenery objects. However, because the scene is very easily filled in with imaginary details about ghouls, skeletons, sentient trees, and other enemies, the players can do this themselves. The pixilation allows for more personalized imaginative experiences rather than just ones that we illustrate for the player.