

## Adventure

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The game “Adventure” is a game developed by Warren Robinett, and it represented video games in that period in a certain way. It is an action-adventure game that the player controls the hero who is going to bring the Enchanted Chalice back from an evil magician. Player have to find keys and pass through different castles in order to find and take the chalice back into the golden castle. During the game, there are 3 (in level 1 it's two as I only found two) dragons who will protect keys and chalice and try to swallow players; once swallowed, player has to reset the game and get back to the start.

### ***Gameplay:***

Though it was amazing to have this game back in 1980s, some mechanisms still make player annoyed: player may place items in area that they are not intended to because the item will keep at the same relative place to avatar when taken, the dragon's body sometimes stuck on the road... But overall, the gameplay is fine for playing the game.

### ***Controls:***

I think the controls is adequate for this game. Basically, this game only requires player to move the avatar across the 2D board, and take items to use.

### ***Graphics:***

The graphics of this game, standing in modern perspective, is pretty poor since it is basically a simplest pixel game. However, it is quite good back in 1980s, because the dragon is in an actual shape of creature instead of a block. Though the hero is still

a color block, it is acceptable considering the time it was published.

### ***Character Development:***

The main character actually has no human appearance: it is just a color block in the game. Also, it has no appearance even on the game box. I think it is not easy to actually relate myself with the character. However, the dragons created by the evil magician has quite detailed shape and exquisite appearance on the game box.

### ***Concept:***

I think this game is quite well-thought. As an maze game, it gives players enough amount of difficulty by introducing dragons and bats to annoy player in simply passing all the routes and find the right one, which make the game exciting.

### ***Overall experience:***

I think this game is quite interesting even in this modern situation. I was excited when being chased by dragons, and get frustrated when the bat took my key or chalice. I enjoyed this game during the game, and the playability is enforced by the 3 difficulty level. During this week, I've played this whole game 3 times and I still think I would play it the 4<sup>th</sup> time because it is such an interesting game which requires you to think carefully and play boldly.