-How does Risk of Rain 2 compare to 1? What improvements did you see?

Risk of Rain 2 is much faster. The player has a sprint option and the Huntress has a satisfying movement option. It was a little more frustrating to find the teleporter, as it could sometimes blend into the environment, especially when the platform would be hidden underground. Early enemies felt like less of a waste of time, because they died much more easily.

-How would you pitch Risk of Rain 2 to a potential player? How about to an investor? How does this differ from 1?

To a player: If you like games with roguelike elements and a focus on fast exploration you will like Risk of Rain 2. Compared to RoR1 it has faster movement and more meaningful exploration, as the environment isn’t immediately revealed to you be traveling right and left.

To an investor: Risk of Rain 2 offers much more replayability and mod support, when compared with RoR1. This means that players will play the game for longer, and look for more friends to play/buy the game.

-What would you add to / change about Risk of Rain 2?

I would add a more in depth tutorial system. The pop-ups help, but fade away quickly and don’t cover everything. A pop-up for new interactables and a tutorial archive of unlocked tutorial pop-ups in the main menu would go a long way.

-Write down two potential ideas for the game you'll start working on 2 weeks from now [[NOTE: this is not your final project. You will be working on this game for weeks 4 - 6. Try to pick something simple that you can expand if you have the time. I strongly encourage you to NOT expand upon this game as your final project]].

1. Progressively increasing difficulty
2. Exploration offers/unlocks power