

1. The Platform

Prince of Persia was first released in 1989 for the Apple II, and now is able to be played on computers from the internet.

2. Game Mechanics

The game combines precise platforming, sword combat, and puzzle-solving, requiring careful timing and patience to navigate traps and enemies.

3. Storytelling

Its simple but effective story, rescuing the Princess within an hour before she is forced to marry Jaffar, gave players a clear motivation.

4. Visual Design

Rotoscoping creates lifelike animations that made the Prince's movements fluid and realistic, while the dungeon tiles kept the environment consistent and easy to read.

5. Game Pacing

The 60-minute time limit adds urgency.

6. Player Engagement

Players stay engaged through the mix of trial-and-error learning, hidden discoveries, and the high stakes created by the ticking clock.

7. Graphics and Audio

For its time, the graphics were groundbreaking in animation, and the sparse but dramatic sound effects and music heighten tension and atmosphere.