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GAM100 Game Critique Assignment

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Section GAM100F18-A

Game Title: Space Walk

Game Team: Firelight Technologies

Game Critique

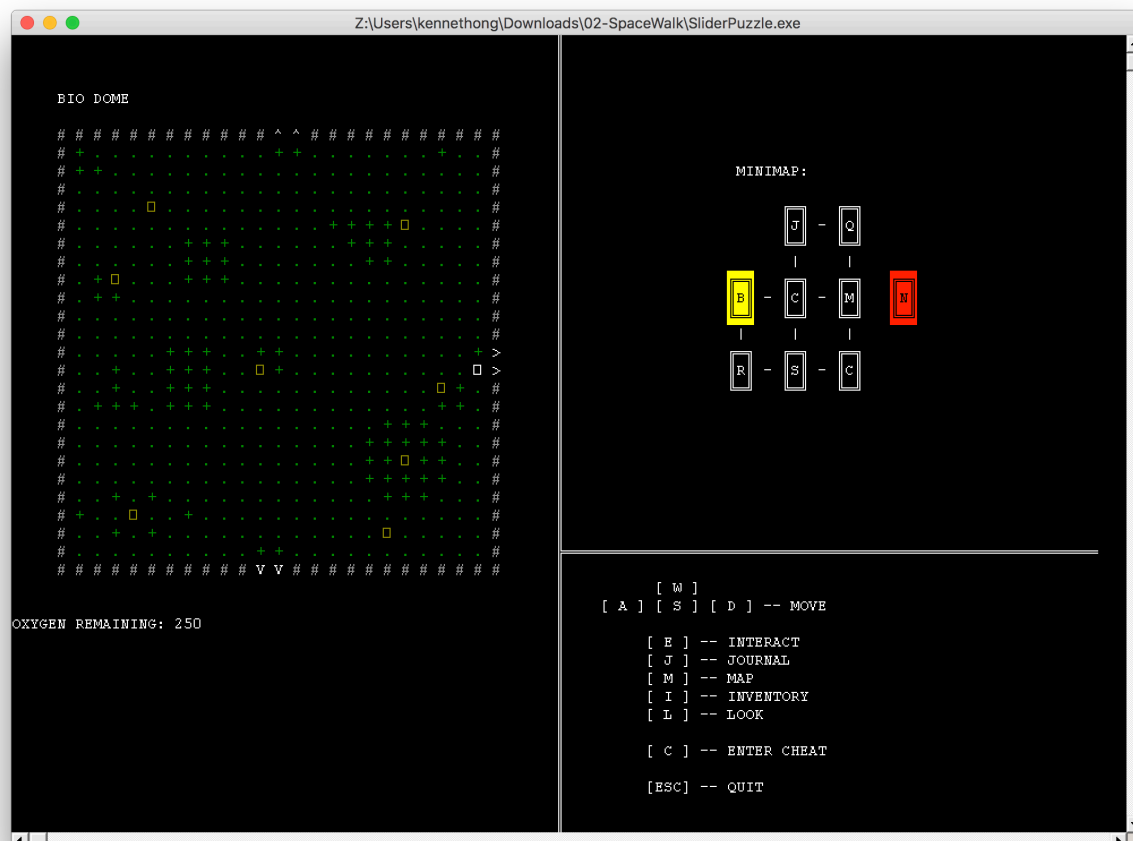
*“A one to three paragraph summary of the game.
The main body of the critique.”*



Main menu of Space Walk the game

The critic on Space Walk

Space Walk is a high-concept puzzle game set in the space environment where it will easily win some players over the premise alone. The aim of the game is simple. You play as a convict, stranded on a derelict spaceship. Pressured to find your way through the wreckage, you have to overcome mind-boggling obstacles and find a way to evacuate.

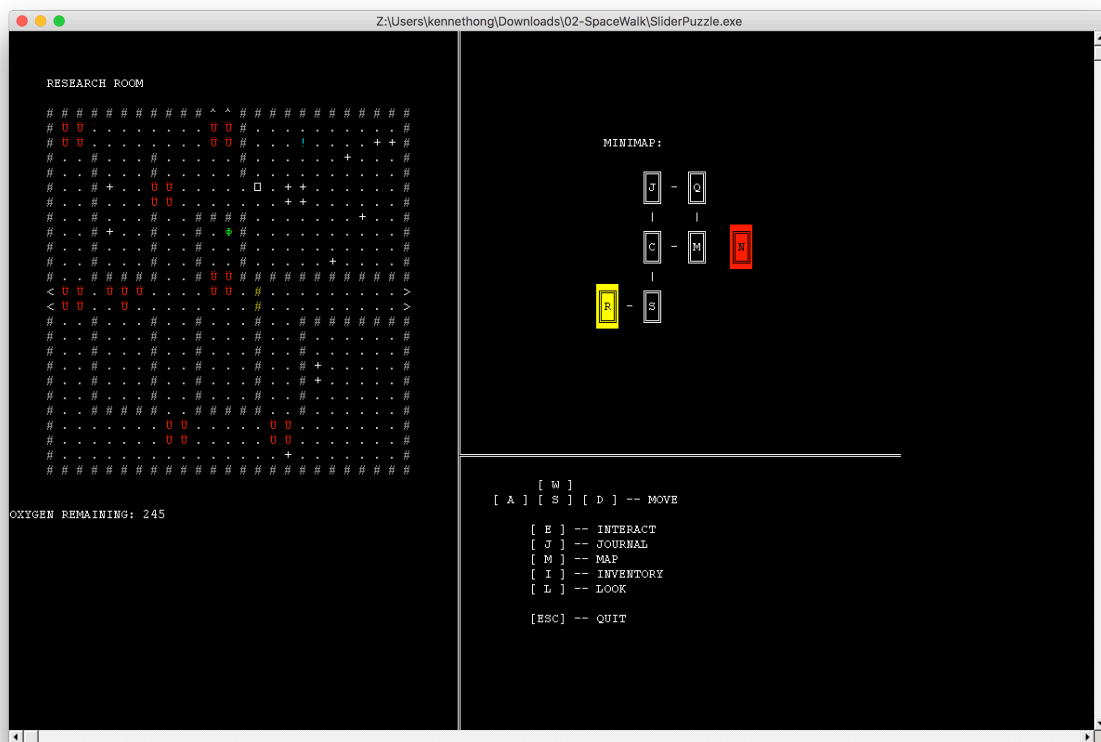


Bio dome Map design from Space Walk

Space Walk is visually minimal and straightforward. Firelight Technologies creatively uses simple symbols to populate the world. Despite that, it yearns for more Map designs, like the new Biodome map (top). Also, more symbols will be great to have, increasing the experience of the game. While the games do great in being visually appealing, the game lacks significantly in audio. The sound effects are repetitive. Having to hear the same exact sound effect within the first minute of the game is vexing. Besides, without any ambient background soundtrack, it pulls the player out of the game immersion and makes it feel more work than play.

But nonetheless, Space Walk has its perks when it comes to gameplay and mechanics. Firstly, the Graphic User Interface is excellent. It is simple, easy to follow and are well built. Moreover, the controls are intuitive and easy for everyone to pick up and play. Furthermore, the mechanics are great too. The way of simulating no gravity is fascinating and provides a level of difficulty when players are trying to navigate through the map. The use of magnetic floors is proved useful in reusing

the maps and adding an extra level of gameplay. In addition, limiting the oxygen tank creates a challenging experience. The players have to weigh the options of navigating through the puzzle space and having their tank filled. The gameplay is fun but short. Levels are well designed but small. The game provides a refreshing take on the puzzle game genre but, I earn for more maps, more obstacles and more items to keep the gameplay time longer. The storyline is interesting but short. Lastly, with a bigger budget, I believe Space Walk can bring about a rich, filled storyline with Non-Playable Characters (NPCs) to interact with, enriching the game world's experience. They could have added more maps, obstacles and items too, extending the gameplay. Desperately, Firelight Technologies need to add ambient music and better sound effects as they are currently strangling the game potential. Fifty per cent video, fifty per cent audio.



A creative level found in Space Walk - Research Room

To sum it up, Space Walk gets a score of 7/10. It provides a nostalgia towards the days of the Atari 2600. It's impressive game mechanics, and a minimalistic approach towards its visual and audio design have been a blessing and a curse.

448 words