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Devlog #2: Risk of Rain 2

Compared to Risk of Rain, Risk of Rain 2 felt a lot more polished and dynamic. The controls and game mechanics were intuitive, while still not feeling like a copy or clone of another game within the looter-shooter genre. Playing with a group of people made the game a lot more enjoyable and easier.

For a potential player, I would say Risk of Rain 2 is fun and enjoyable. There are many unique items that help differentiate each run and since there are two classes to start off at, there is some built in variety to choose from. Each level also is randomly selected, so it helps break up any visual repetition. For an investor, I would say that Risk of Rain 2 is completely different from Risk of Rain but keeps core mechanics and lore allowing for expandability and player loyalty.

I would personally change the map and level design of Risk of Rain 2. The environments are procedurally generated; however, this makes them uninteresting and lack defining landmarks. I haven’t played much to know if is introduced in later levels, but from my initial playthrough, I found that the worlds felt bland and mundane with only a teleporter to bring you to the next level.

For my game project, I would like to work on a game that I’ve already started on. It is a 2D top-down RPG that takes place in a fantasy setting. The game will revolve around exploring a series of dungeons and obtaining quest items. If that is not possible, then I would like to work on a simple game that integrates networking to allow for dedicated server support. I’m not sure about the game mechanics for this second idea, but it would allow me to explore multiplayer connectivity.