Right Click to Necromance is a pretty fun game! The army mechanic is very interesting, and I like the smooth point and click mechanics. The environment is well put-together, the animations are smooth and charming, and the music fits the theme.

There isn’t much that I don’t like about the game, however I do find that it’s fairly easy to separate an army that moves via en-masse point and click. The enemy movements can be a little frustrating, as when the difficulty goes up I feel like the movements of the enemies should be a little more merciful for a couple rounds while the player gets used to new challenges.

I found the game surprisingly polished for a speed run. While aesthetically the game is a bullseye, the mechanics can be a little rough around the edges at times. During one playthrough I found I was unable to raise a bigger army and ended up dying to the masses. The colliders for the environmental obstacles were a little funky, seeing as I witnessed enemies marching straight through rocks, and a couple times I found that an enemy could hit me from one side of a rock, but I couldn’t hit them. Additionally, there was no pause menu or settings, leaving the player unable to customize sounds, camera settings, or pause the game if they need to take a break.

While the game was lacking a narrative theme, there was a clear aesthetic theme. The knights, music, and environment presented a medieval time period, perhaps a war-torn country. While there is no apparent storyline, the setting itself tells a story. To give it a moral theme, I would say something along the lines of “teamwork makes the dream work.”

If I was to change this game, I would maybe add some powerups that spawn every once in a while to give the player a boost; things like a temporary army numbers boost or upgrade. There isn’t much else I would change other than additional polishing as mentioned above.

Mechanically, the game presented some interesting aspects. I enjoyed the point and click play, and being able to claim armies you’ve defeated is a really cool mechanic.

The point and click movement is easy enough to guess; instead of basing movement around the pre-set WASD/arrow keys, move direction was based on the mouse’s transform position when the left click button was pressed. The raising the dead is more difficult to guess, if I had to take a stab at it I would say that somehow once an enemy’s health reached >1, when the right click button was pressed x amount of knights were added to the player’s army and the skull sprites on the ground were destroyed.

The game was easy enough to understand, there isn’t much in the way of finesse and the ~mysterious tutorial text~ does its job well. There isn’t need to make it clearer or more explicitly stated, the creator did a good job of giving directions and leaving the player to their own devices.