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| **Game Production**  Diploma in IT  Year 2 (2023/24) Semester 3 | Week **2** |
| **1** hour |
| **Free Online Games** | |

There are many games that you can play for free online, usually created by indie game companies. Some free game websites include:

* <https://games.digipen.edu/> - games made by students from the DigiPen Institute of Technology that are free to download and play
* <http://gambit.mit.edu/loadgame/index.php> - games made by students at the Singapore-MIT GAMBIT Game Lab
* [www.fog.com](http://www.fog.com) – Free Online Games that you can play in your browser
* <https://store.steampowered.com/genre/Free%20to%20Play/> - free games on Steam

Choose and play 2 games from any of the sites above that you have not played before. Please spend only 10-15 minutes playing each game.

Write a short review of each chosen game. Be as precise as possible. You may use the following questions to guide you.

*Game 1: Nitronic Rush -* [*https://games.digipen.edu/games/nitronic-rush*](https://games.digipen.edu/games/nitronic-rush)

*Why did you choose this game?*

*I chose Nitronic Rush because it is a racing game with a futuristic setting, and I enjoy playing racing games like Forza Horizon.*

*What is the game about?*

*Nitronic Rush is a racing game developed by DigiPen Institute of Technology. The game is set in a futuristic city, and the player controls a car that can jump, glide, and boost. The goal is to race through the city and reach the end of the level, avoiding obstacles and performing stunts along the way.*

*What are the main game mechanics?*

*The main game mechanics in Nitronic Rush involve driving the car through the city while avoiding obstacles, jumping over gaps, and performing stunts to gain points. The car can jump and glide through the air, and it also has a boost feature that can be used to go faster.*

*Did you enjoy the game? What is fun or not fun about it?*

*Yes, I enjoyed playing Nitronic Rush. The game is fast-paced and challenging, with lots of obstacles and jumps to navigate. The controls are smooth and responsive, making it easy to perform stunts and avoid obstacles. The visuals and music are also impressive, adding to the overall experience.*

*How would you improve the game further?*

*One improvement that could be made to Nitronic Rush is the addition of more levels and game modes. The game currently has a limited number of levels, and it would be great to have more variety in the environments and obstacles. Additionally, it would be interesting to have a multiplayer mode where players can race against each other online.*

*Game 2: Chrono Disfunglement -* [*https://games.digipen.edu/games/chrono-disfunglement*](https://games.digipen.edu/games/chrono-disfunglement)

*Why did you choose this game?*

*I chose Chrono Disfunglement because I was intrigued by the concept of time travel in a puzzle game, and I wanted to see how it was implemented in the game.*

*What is the game about?*

*Chrono Disfunglement is a puzzle game where the player controls a character who can travel through time to solve puzzles. The game takes place in a series of interconnected rooms, and the goal is to reach the end of each room by manipulating objects and solving puzzles. The player can travel through time to change the layout of the room and interact with objects in different ways.*

*What are the main game mechanics?*

*The main game mechanics in Chrono Disfunglement involve time travel and puzzle-solving. The player can travel through time to change the layout of the room and interact with objects in different ways. The puzzles require the player to think creatively and use the time travel mechanic to their advantage to progress through the game.*

*Did you enjoy the game? What is fun or not fun about it?*

*Yes, I enjoyed playing Chrono Disfunglement. The game is challenging and requires a lot of critical thinking and problem-solving skills. The time travel mechanic adds an interesting twist to the puzzle-solving, and it's satisfying to see how the different timelines affect the objects in the room. The music and visuals also create a mysterious and immersive atmosphere.*

*How would you improve the game further?*

*One improvement that could be made to Chrono Disfunglement is to provide more guidance to the player. The game can be quite difficult at times, and it would be helpful to have more hints or clues to help the player solve the puzzles. Additionally, it would be great to have more variety in the puzzle types and environments to keep the gameplay fresh and engaging. Finally, the game could benefit from having a story or narrative to tie the puzzles together and give the player a sense of purpose.*

*Upload your answers to your Portfolio website*