

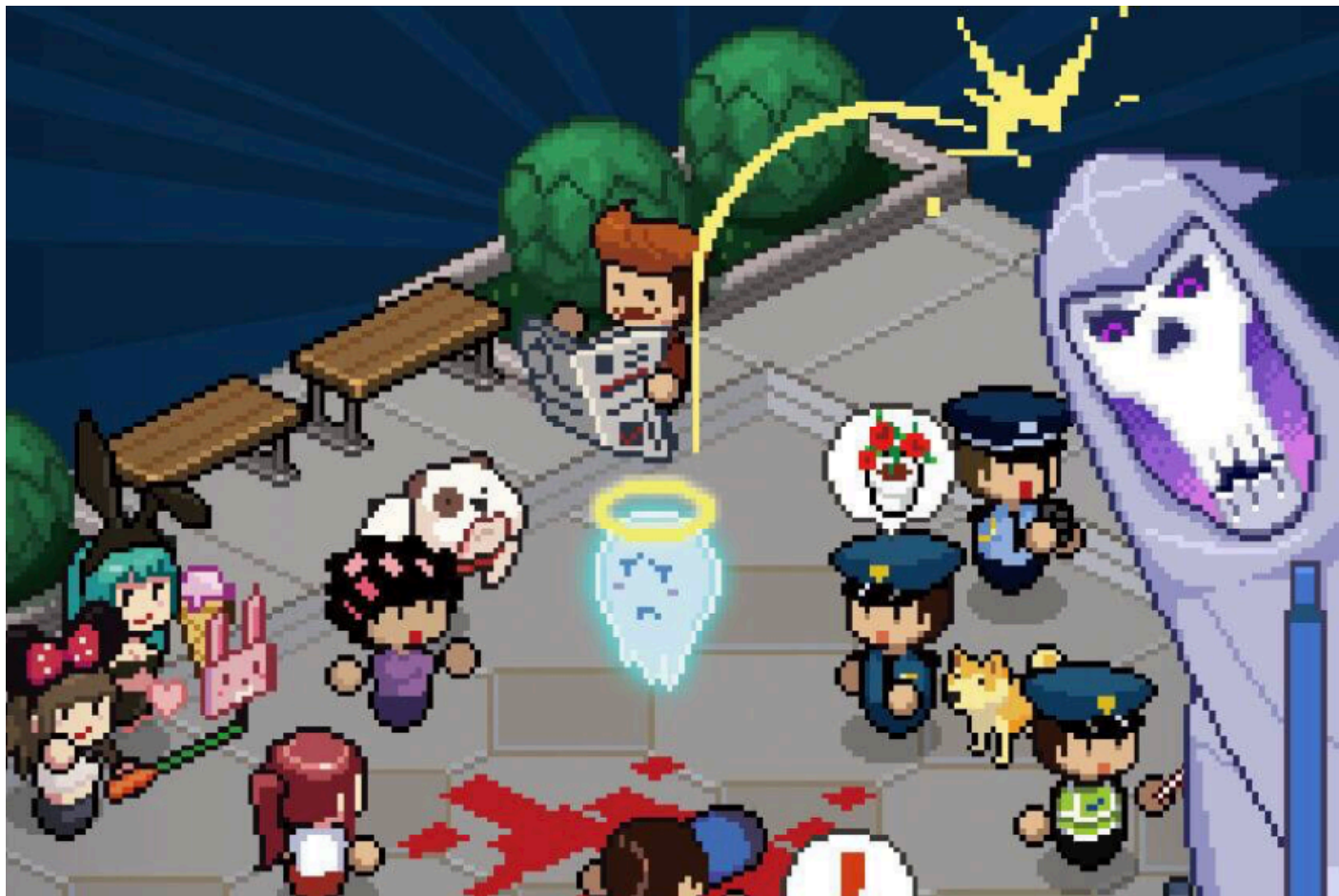
# Games Evaluation

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# INTRODUCTION

In this document, I will analyze evaluate some games that special in my opinion. Firstly, I will evaluate as a players, and layout the reason they attract me and why I stop to playing it. Then, I will analyze the games from mechanics, story, aesthetics and technology.



# Death Coming

This is a pixel nonlinear puzzle game. The players should cause all kinds of accidents as a death by observe the logical relation in the different scenes to kill people in time and feel the fragility of life

## Advantages:

1. Simple but interesting frames
2. Interesting and fresh themes and mechanics
3. Every scenes have different playing method
4. Easy to understand and play

## Disadvantages:

1. The difficulty of the game suddenly increased, if player need to search the strategy to pass the level, the experience of game will become worse.

## Mechanics:

Players control the object by simple click, drag. Every scenes have different goals. The playing method is simple, but it is difficult to achieve the goals

## Story:

Players as a death to kill people. This is a setting of the game but do not have enough resonance and motivation.

## Aesthetic:

The background music and effect sounds are interesting and vivid. The game graphic is good, and make death become not serious and terrorist. Therefore, if developer try to make players feel the fragility of the life, it will be difficult.

## Technology:

The game is published on the steam platform and transfer to mobile platform.



# Genshin Impact

This is a role play game, open-world online adventure game. Players can collect the characters and select the one of them to play, upgrade, complete tasks, explore the world and so on.

## Keywords:

RPG, open-world, adventure, multiplayer, online, Japanese style

## Advantages:

1. Beautiful graphics including characters and natural scenes
2. High degree of freedom
3. Complete story
4. Full of surprises
5. Social and cooperation system are nice

## Disadvantages:

1. Players need to spend much time on explore the map
2. The process of collecting tools which can upgrade weapons are long and complex

## Mechanics:

Player control the characters to upgrade, defeat enemies, complete tasks and explore the world. In this game, players have enough freedom, and there are many activities should be explored by players, such as players are allowed to climb the mountains and there are many different mechanism setting in the dungeon.

## Story:

The storyline is very complete and resonance. The storytelling method not only on text also use movie, animation.

## Aesthetic:

The graphics of characters and natural scenes are perfect. Also, all of the characters have their own dub and effect sound. The effect of the attack animation is various wonderful and smoothed. The part of aesthetic strength the experience of players and make all story become more attractive.

## Technology:

Release on the mobile platform. The techniques of animation rendering and character modeling are very good, but there are still some stiff movements and mold-piercing happened.