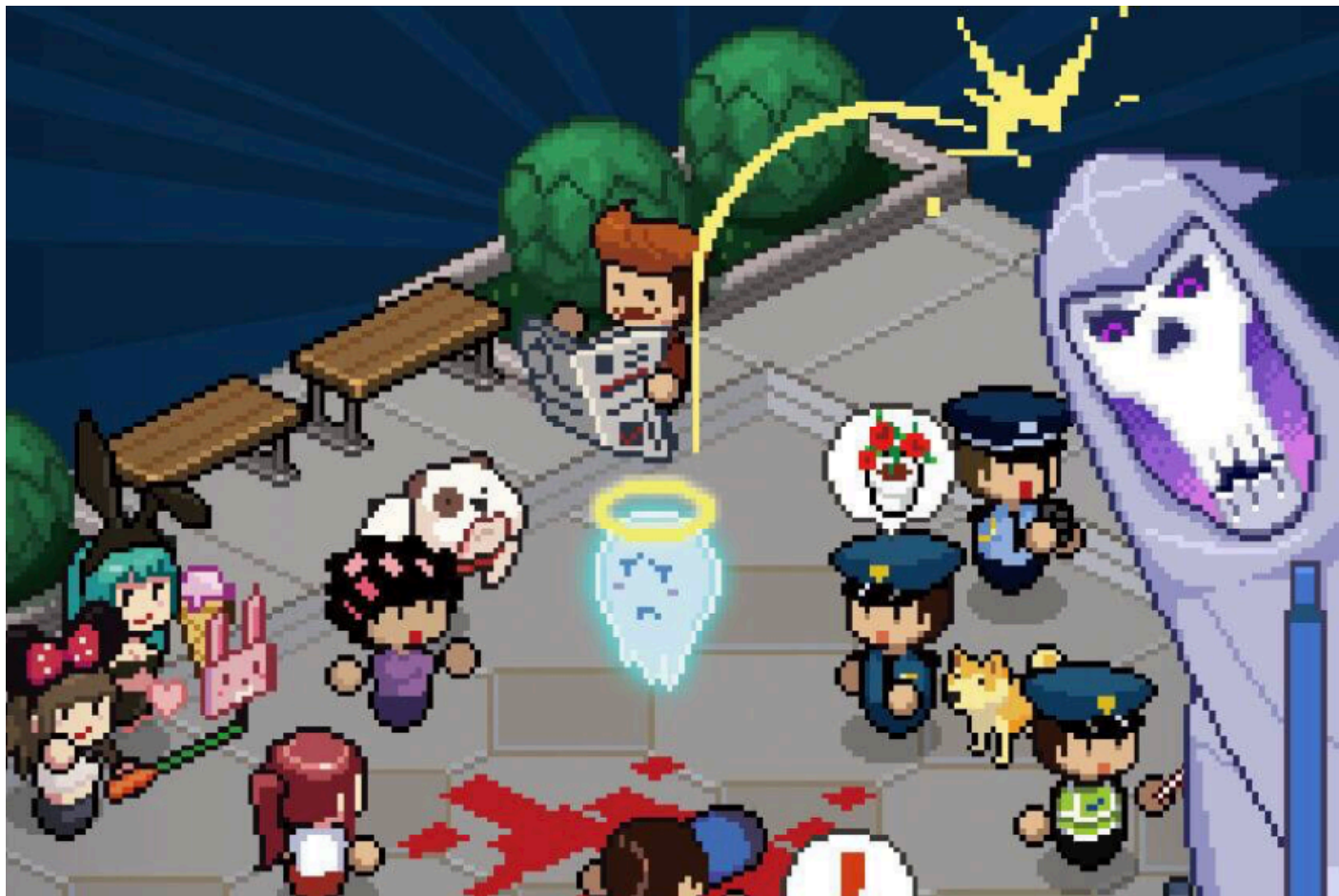


Games Evaluation

By Jingxian Su

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.