Feel and Flow: Streets of Rage

* **Sound Effects**: The sound of landing punches and breaking objects sound really damaging. There are different sounds for weapons like whips and knives that make them seem dangerous.
* **Animations**: Fast and exaggerated motions make your movements seem heavy and damaging. When you slam someone into the ground the entire screen shakes making the move feel really powerful.
* **Controls:** The controls are tight and you can perform some specific actions which are satisfying to pull off such as grabbing someone, flipping over them, then slamming them into the ground.
* **Combat:** When fighting you can slam people into the ground, throw them around, and kick them through the air, which all makes you feel strong. When trying to throw a heavy enemy it doesn’t work and the enemy just shrugs it off which makes them feel solid and immovable.

**Could Be Improved:** Movement is slow and clunky. The controls are tight which make fighting seem more precise despite the brawl feel to combat.

If the game was sped up and there were more effects when fighting, there would be more punch in the combat and the game would flow better. It would also benefit some less precise moves that deal with a larger area of effect.

**Overall Feel**: The game achieves a decent amount of game feel and most things feel very satisfying.

**Overall Flow:** There are a few changes that would increase the flow of the game that make it feel slower.