

Aposis

Visual Design

Environment

1st floor

The art style for the background really suits, I personally feel as it gave me the feeling of being in a deep in a dungeon. and a bit of menacing feeling as you have the stone wall left hand side and behind the enemy you have a black voided tunnel. Also, some of the enemy like Monster 2 really suits the level it looked like something you would find deep in a dungeon with its 3 heads.

2nd floor

The art style felt very cybernetic as the walls themselves had a hint off looking like motherboard chips and the blue/grey colour of the walls help portray it. An enemy that also help give that feeling is the main boss robot 6 as you are fighting a robot.

3rd floor

The art style of the third floor was different to the previous 2 floor as had 2 bridges to different location one with a red light and the other in darkness. The enemies on this floor suits this floor as they look like they are there to stop you from getting a crossed the bridges as they look more menacing.

Menu Design

The menu is very simple design what suits the game as it keeps in line with the cybernetic feeling of the game.

Summary, Observation and issues

Overall, the visual side is very good the art style does suit the game that you have created for the first 3 floors that I manged to complete in the time playing. While also making some of the enemy suits the floors.

Observation

1. Some to think about would be the enemy on each floor for example the monster 2 I had on the first floor and where it was a dungeon setting art style it works well. But also had silicon life 2 on the first floor and I think the art style of the enemy where they are wearing a very white coat, and the pink glow made it feel a bit out of place. I know silicon life enemy is on the second floor as well what I personal think works better as I got a cybernetic felling for that floor. But overall, the art style of all the enemies is excellent and the alteration to the enemies when they are damage art style works amazingly.

Gameplay and mechanics

Mechanics

How they are introduced

For this game you have a short tutorial on how to attack and equip your programs that can be used to upgrade your attacking stats or defences stats or can be used to give you a special ability depending on the program you get.

Also, when the home page first opens the game will tell you everything you need to know with a task/tips box on the left-hand side of the screen as it will give you task to do so it can show you how to use everything.

A way this could be improve for an example would be when learning to open the exploration tab (although when you hover over the button with the mouse) you could have the icon flash for a very second or have it change colour to indicate where the player is meant to go.

Talk about one or two positives that make the game interesting

The game itself is very interesting as it is not as simple as just playing the game you must think and plan on how to beat each floor as you only have one life to do it and if you fail then you start back at floor 1. After a few runs of the game, you will get resources from killing the enemies that you can use to upgrade different departments (life support, battle technologies, system conservation, other system) what allow the player then to use skill points to upgrade health, attack, defence, memory and others.

Gameplay

Combat

The combat itself is very simple with all you having to do is click on the enemy or click on any power up you may have. after you have beaten an enemy, you get to chose from 3 different random programs that can be used to upgrade your player on that run. as you have to make sure you have enough attack points and defence points, and enemy have different special abilities when their sync bar is at a 100 % for an example of this Rina the boss on the 3rd floor this enemy can double her damage.

The simple way of combat is the enemy has an attack and defence and as long as your attack is higher than their defence you will do damage but only the difference between the numbers for example they have 7 defence and the player has 10 damage then the player will only do 3 damage to the enemy

Summary, Observation and issues

Overall, the gameplay and combat make it fun to play. While it is very challenging very quickly and really get you thinking on how to beat the game as you can go too defensive as you won't have enough attack damage, but you can go the other way as you won't survive long without defence.

Observation

Something to think on possible after the enemy use their sync ability have the progress bar reset or have it lowed down so they can't use it again so quickly.

Story

The story of this game is that the Invader has started a war, and it is the player job to reach the 30 floor and find a weapon and kill the Invader

Sound

The music I personal think work well with this game as the music can just blend in with the game at time and you can forget is there but then it will change its beat a little and u can hear it again. While the music keeps in theme with the game genre cybernetic.

Overview

Overall, I have really enjoyed this game and even though I keep dying to the same person at the end It didn't annoy me or get me mad it made me just want to beat that enemy and because of that I played differently each time to see the best way to win. Something that really stands out for me for this game is that not only do you upgrade your character when at the home page during the game you have random chance to upgrade after you kill an enemy what make every run different as it depends on the upgrades cards you get

Your question you ask me to add

is game loop fun ? / - is there a drive to play more ? –

Yes, it is although I keep dying just knowing I could upgrade and get stronger help me keep going as the more I died the more I wanted to beat that enemy that keep killing me. What keep driving me to play.

optional/hard: write when do you feel dopamine shoot (this is hard, but in balatro it is a moment when you have good cards and high score)

it feels good when I was having a good run of the program cards where I keep manging to merge the cards together and getting stronger also when I beat the 2nd floor boss I was really happen to get pass that enemy.

If I have found any Bugs to report, there will be a different word document with them all stated on there.

