Game Reviews!

One of the first projects you will work on when you join us at Royal Holloway is a coding challenge that tasks you to build a game using a toolkit called processingJs. We don't assume any established expertise or experience in coding: almost all of our first year students come to us with very little (and often zero) coding skills. Throughout the process, you will be given extensive technical support through supervised demos, tutorials, and lab sessions. You will also be given plenty of conceptual inspiration through retrogaming play sessions and discussions about the history of videogames aesthetics and mechanics.
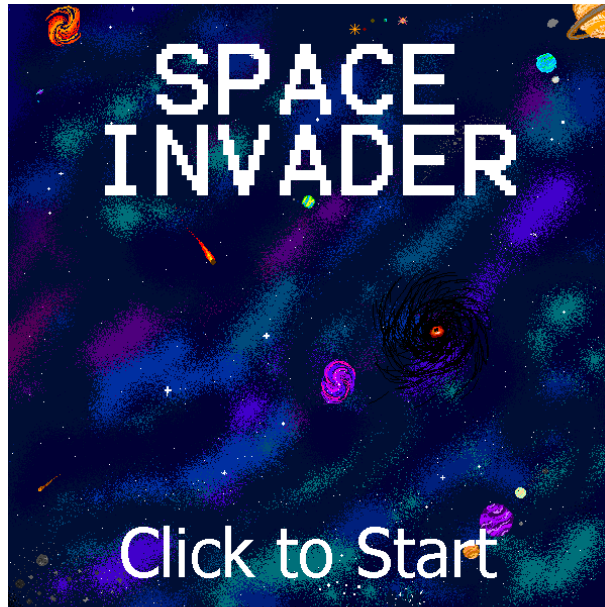
Believe it or not, by the end of the semester, you will have created a playable game!

Why not have a go and play some of the games made by students last year? Choose one of the games linked below and analyse it with the following in mind:

- **'Flow':** Does the game strike a good balance between challenge and reward?
- **Aesthetics:** What is the theme of the game? What visual references do these games make to classic retro/arcade games?
- **Objectives and mechanics:** What is the goal of the game and how can it be achieved? What does the player have to consider while playing the game to 'win'?
- **Your feedback:** What would you like to see added to the games? What do you think was particularly successful or effective?

Write up your response (300-400 words) and email it to david.young@rhul.ac.uk, and we'll get back to you with some of our thoughts.

Space Invader
By Olly van Klein Bou'Sreih
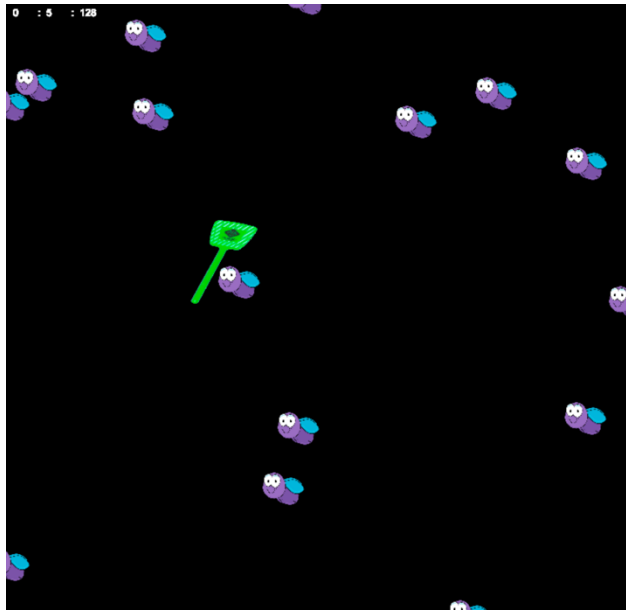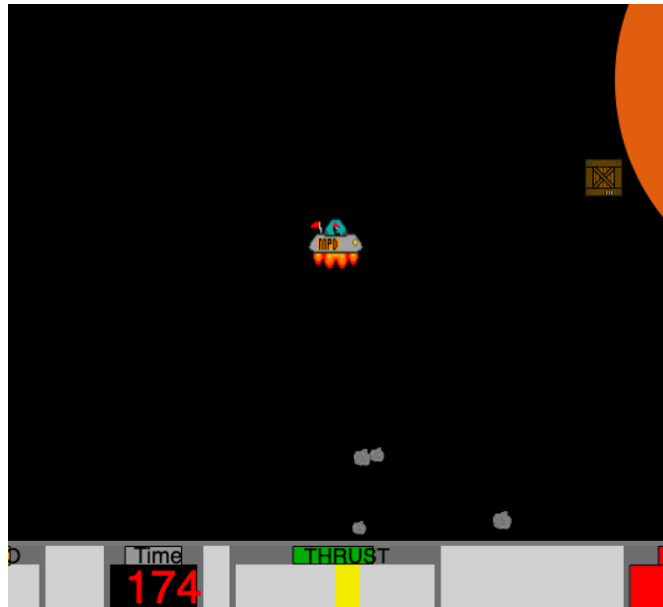https://www.openprocessing.org/sketch/924826

Star Jump
By Jack McKay
https://www.openprocessing.org/sketch/924809

Smashing Flies
By Tricia Maralit Roxas
https://www.openprocessing.org/sketch/924806

Mars Package Department
By Thomas Hinde Potts
https://www.openprocessing.org/sketch/924801