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CIS 487

Fall 2014

Continued Game Review - FEZ

**What’s good about the game?**

The game is fun, and the controls are innovative without feeling gimmicky. It is a very large world with tons of puzzles, so it will keep you busy for a while. The storyline is very interesting if you are at all interested in math, or the concept of dimensions. The soundtrack is amazing. Disasterpeace really does a good job with the chiptune soundtrack, and shows you all of the possibilities through the game’s wide variety of music.

**What’s bad about the game?**

The game has very complex puzzles. Some are ridiculously complex. In order to solve a majority of the puzzles, you need to KNOW the game. I memorized the entire alphabet, and number system, and even then I couldn’t find all of the cubes. Some puzzles involve arbitrary information about the game that you wouldn’t even think to look up. Because of the wide map, and the complexity of the puzzles, if you don’t get every cube, anti-cube, artifact, and key in the level you are currently in, you will be doing a lot of backtracking. In one case, one of the puzzles will actually take days (unled you feel like cheating, or get VERY lucky).

**How does it compare?**

I believe this game would rank very high amongst other games of the same genre. It is exciting, and it makes you very curious because you know there is a goal of getting all 32 cubes, 32 anti-cubes, and all 4 artifacts. There are also 3 heart-shaped cubes that you must collect to finish the game at its complete 209.4%

**Why is it better/worse?**

I believe this game is better because it combines the best of artwork, music, puzzles, nostalgia, and gives you an experience that you’ve never had. Who wouldn’t want to travel through dimensions at the push of a button?

**What is the appropriate audience?**

I believe this game is appropriate for all ages, but it obviously caters to the older crowd who grew up playing 2d games. The game has obvious tributes to other games such as the original Zelda game, and Super Mario Bros.

**Design Mistakes?**

I have not seen any design mistakes in my playthroughs of the game.

**Overall strengths and weaknesses?**

This game is very strong as far as puzzle/platforming games go. It provides you with enough content to keep you in the game, and keeps things challenging by not giving out hints. The game’s weakness, in my opinion, is the amount of times you have to backtrack, and how difficult it is. You can warp to any of the 4 main areas, but after that, good luck figuring out which door you need to go through to get where you need to go!

**Is the game worth purchasing?**

Definitely! This is a very good, well-polished indie game.

**How could it be improved?**

I can’t think of any way to improve the game. A sequel would be amazing, but Phil Fish already pulled the plug on that idea.