

**The
David Perry
Challenge #1**

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Gamecube

**What impressed you, what would you change,
how could it be better?**

Metroid Prime

Genre: 1st Person Shooter

Dev/Pub: Retro Studios / Nintendo

Intro:

- No real intro, a small animation to the start screen.
- Start screen has the familiar opening theme of Metroid.
- Profile based menu. Top to bottom. Plenty of options.

Getting Going:

- Initial level of the game serves as a tutorial. Where you lose weapons and will have to gain them back later in the game.
- Blip on map pointing to the next important location to visit.
- Quick info pop up when you first acquire a new item

Fun:

- Plenty of gadgets, and items to collect.
- Good puzzle elements in the game.
- Complete story that goes deep as you progress through the game.
- Varied worlds.

Visuals:

- Very nice particle systems.
- Varied textures.
- Water bounces off gun.
- Plenty of atmospheric effects.

Intelligence:

- Many enemies are simple and mindlessly follow a predefined path.
- Space pirates are a challenge because of tactics (Hide behind pillars). No team tactics though. Different types of Pirates will act differently (depending on weapons they carry).
- Bosses are Massive with complicated pattern.

Immersion:

- The game has an open ended feel, as the areas are fully explore-able.
- Plenty of secret places, and items to collect.
- Because of the initial story where you lose your weapons, you want to get them back.

Cameras:

- Standard FPS camera, although many modifiers come into play with different Visors. HUD also shows as if you would be in a helmet.
- Camera changes when you are in a morph ball. Non controllable, but always provides a good view of where you have to go, never complicated to see with it.

Controls:

- Control is a little unusual at first for an FPS, but once you get the hang of it. You can clearly see the reason behind it.
- Targeting is simple, and using special weapons aswell.

Ideas:

- GBA linking.
- Image gallery.
- Lists (enemies, data logs...) in option menu. Great to know if you missed anything in the game.

Memory:

- Though very different from the original style of the game, basic game elements are still there.
- Vast explore-able areas and strong back story.

Legend of Zelda: The Wind Waker

Genre: 3rd Person Adventure

Dev/Pub: Nintendo

Intro:

- No real opening intro, Camera just surveys an island during the start screen.
- Menu is just profile management, nothing else. Similar to all other Zelda games.

Getting Going:

- The beginning of the game has you walk around your village and talk to everyone, who teach you all the basic commands of the game.
- Button icons on HUD are very useful to know the available commands

Fun:

- Plenty of mini games.
- Very interesting dungeons with fun puzzles.
- Solid story

Visuals:

- Very interesting depth feeling. The viewing distance is great, but becomes increasingly blurry.
- Cel shading, however characters have a good animation and facial expressions.
- Nice dynamic shadows.

Intelligence:

- All enemies are pattern based, even bosses.
- Bosses have complicated patterns, and are the usual large than life form.
- NPC in the game have a large network of relationships with other NPC.

Immersion:

- Compelling story, and much more open ended than previous games because of the ability to sail anywhere.
- Plenty of hidden items, and secrets

Cameras:

- 3rd Person camera that is fully rotative, and only slightly hindered by world objects. Doe a good job of following character.
- FPS view is available to look at the surroundings.

Controls:

- Essentially the same controls that have been set up since the N64 iterations of the games.
- Very easy to understand, and HUD display is helps manage all the items.

Ideas:

- Many side quests & plenty of hidden items to find.
- Day and night.
- Huge world that is readily accessible.

Memory:

- Very solid game with cute graphics, but still very dark undertones.
- Plenty of twists and hours upon hours of side quests, and secrets

SSX 3

Genre: Extreme Sports

Dev/Pub: EA

Intro:

- Slightly long intro, but hypes you well for the game, showing off some of the coolest moves available in the game.
- The menu is well executed (Standard top to bottom), but you must go through a second video when you first start playing: Explaining the various game modes and peaks.

Getting Going:

- Not an easy picker upper. The learning curve here is a little high.
- One can get very frustrated not being able to perform tricks at first. As long as you have some patience you'll get the hang of it.
- No tutorial on how to control the player.

Fun:

- The game rewards you well enough to keep you hooked for quite some time.
- There are plenty of unlockables, such as gear.
- Good progression with varied challenges
- A variety of game modes to keep everyone entertained.

Visuals:

- Good animation. Smooth and everything connects well.
- Some fireworks (particles) in some of the jumps.
- Nothing spectacular otherwise, nice environment.

Intelligence:

- Only applicable during races, the AI is fairly good.
- They will push you as you push them.
- And they aren't perfect, so they also miss their jumps once in a while.
- Other players know the course very well, often taking the shortcuts you are unaware of.

Immersion:

- The better you perform, the more immersed you will be.
- For new layers if they fail to perform from the start they might get discouraged.
- As soon as you get the hang of it you will attempt to play some more.

Cameras:

- Non controllable 3rd person cam. Generally well executed.
- Camera Sometimes doesn't turn quick enough during a sharp turn. So you are turning blind.
- On massive jump, the camera follows from below, so you cannot gauge your distance from the ground. When the camera reverts, it's too late correct the fall.

Controls:

- You will need a little getting used to the controls.
- They are either too responsive or not responsive making you move either over the range, or not enough in range.
- You either jump too high, or not high enough. It's hard to gauge the jump height with the length of the button being pressed.
- The moves are easily accomplished, but require some expertise to not always pull off the same ones.
- The Y button (easily accessed) makes you re-spawn, so it often gets pressed by mistake.

Ideas:

- very large areas, though I find sometimes the "out of limits" area is very close to the main path, so you do a jump and out of limits you are.
- The *über* tricks are also very interesting; your character actually removes the snowboard from his boots, and starts doing very crazy things with it.

Memory:

- Memory is very dependant on performance. If you performed very well, you keep those moves in your head and you want to go back to beat your score. But if you didn't push hard enough to get used to the game, you will be disappointed, and will only remember wiping out.

Soul Calibur II

Genre: Fighter

Dev/Pub: Namco

Intro:

- Fairly long intro demonstrating all the characters. Doesn't provide any real hype.
- Extensive menu, which is very well executed.
- Screen separated in two with top to bottom menus on each side. The right side showing the second step of the selection on the left.
- Very easy to navigate.
- Help text at the bottom explains selection.

Getting Going:

- Easy to get into the game. Easy controls.
- A story shows the basic and advanced combat techniques

Fun:

- Fun story mode with plenty of challenges.
- Good multiplayer mode for 2 players.
- Plenty of unlockables through various other modes.

Visuals:

- Super smooth animation, with smooth switches from one animation to another. In no point in time is the character not smoothly flowing.
- Good particle systems from weapon clashes.
- Some special effects during special moves.

Intelligence:

- Very hard to determine pattern of the opponent.
- Very solid AI, with multiple difficulties.
- Special moves and blocks used in good context (not over used).

Immersion:

- Weapon Master mode, has an interesting story and is the way to unlock a major part of the secrets.
- Plenty of characters for the player to choose a favourite, and then practice and practice.

Cameras:

- Camera is non controllable by the player (not that you would expect it to be).

- Keeps the action on a 2d perspective by always moving to keep the players facing each other on each side of the screen.
- Zooms in and out depending on distance from the characters so both players are always on screen.
- Flows as smooth as the animation.

Controls:

- Good response and nice mapping of the buttons.
- Button combinations mapped to extra buttons to simplify combos.
- Easy to grasp control for beginners, and more complex commands and techniques for veterans.

Ideas:

- Random character picking, and a random character (At each fight the character will be different.)
- Many unlockables.

Memory:

- Varied characters with different fighting styles.
- Nice environments (though not 1 per character).

Metroid Prime 2: Echoes

Genre: First Person Shooter

Dev/Pub: Retro Studios / Nintendo

Intro:

- No real intro, just a stylised start screen.
- 3D menu, where elements are tied to a sphere and are rotated to face the camera.
- Takes a few seconds to get used to, but makes you go Cool!!

Getting Going:

- Similar to MP1, the initial part of the story has you lose most of your capabilities and acts as a tutorial.
- Help message pop up when a new concept is introduced.

Fun:

- Very intriguing story line.
- Interesting puzzles, very much based on abilities.
- Plenty of exploration.

Visuals:

- Nice special effects for fog, special rifts, and the Ing (similar to ICO).
- Nice particle effects and particle trails.
- Nice light and warping effects from projectile weapons.

Intelligence:

- Most enemies are pattern based, with some with better patterns than others.
- Some enemies actually hide, circle around you, charge and back off etc.
- Not overly powerful AI, but enough to keep you guessing and on you toes (especially Bosses).

Immersion:

- Plenty of detail makes the world a believable one.
- Very solid story, with good level progression.

Cameras:

- Standard FPS camera, but actually shows perspective as if it was from inside a helmet.
- When in a morph ball, camera switches to 3rd person. Camera is non controllable, but always keeps the ball in good view. Very effective.

Controls:

- Controls are exactly the same as the initial version so anyone who played the first will be right at home.
- Not the usual FPS control scheme, but necessary under the circumstances, and still fairly intuitive.

Ideas:

- Log book (for enemies, items, etc.)
- Some puzzles involve 2 different dimensions.
- Interesting concept in the dark dimension, where you are limited because of the darkness.

Memory:

- After 3 hours of play I had yet to enter the dark dimension. This game I huge!!
- Very interesting Enemies, from the dark dimension.

Super Mario Sunshine

Genre: 3rd Person Adventure

Dev/Pub: Nintendo

Intro:

- Slightly long intro; properly shows the setting.
- Full 3d menu where you control Mario and you hit boxes for selections.

Getting Going:

- One can quickly see the resemblance with Mario 64 in controls and style of play.
- You learn some of the special controls by speaking to people and when you first get FLOOD a little tutorial is presented.

Fun:

- Good open ended feeling, where levels aren't linear but instead are very large areas.
- Good mix of elements of platformer and puzzle.

Visuals:

- Dynamic shadows.
- Plenty of bubble-like effects as when Mario enters a level.
- Excellent water warp effect.

Intelligence:

- Most enemies are pattern based & even when chasing enemies they follow the same loop around the map.
- Interesting bosses, which also follow a pattern.

Immersion:

- Plenty of secrets.
- Not that Great of a story, but all levels are different and entertaining.

Cameras:

- Fully rotative 3D camera, not hindered by objects, you just see through them.
- No camera inverse.
- Camera on its own does not rotate fast enough, so when running in circles you'll get a little disoriented.

Controls:

- Controls are very similar to Mario 64.

- Using flood is very intuitive with 1 button for multiple applications.

Ideas:

- More of the same star collecting idea like Mario 64
- Except for Flood the game is essentially the same as Mario64 in a different setting.

Memory:

- Excellent graphics, plus smooth control.
- Interesting puzzles an bonus levels.

Viewtiful Joe

Genre: Platformer

Dev/Pub: Capcom

Intro:

- Short engine based intro. Displays well the graphical style of the game.
- Simple menu, not many options.
- Menu has 2 trailers.

Getting Going:

- Tutorials appear when new moves are learned.
- Starts slow so player can get a hang of the controls.

Fun:

- Good difficulty level, changing difficulty just gives extra health.
- You can purchase new moves as you progress through the game.
- Various puzzles.

Visuals:

- Excellent film effect during certain scenes.
- Very smooth animation.
- 2d backgrounds sometimes looks pretty bad, but generally provides a refreshing look for the game
- Items in the foreground will become transparent as you pass in front of them.

Intelligence:

- Bosses use several patterns, and beating them usually entails using a special skill.
- Most enemies just attack, not much of patterns.

Immersion:

- Narrated story, add tot he comic book style of the game.
- Interesting level design and puzzles.

Cameras:

- 2D platformer in a 3D world, so most of gameplay is in 2D perspective.
- Camera sometimes moves overhead for dramatic effect.

Controls:

- Very intuitive control system.
- Combos are easily accomplished.

Ideas:

- A 3D game with 2D platformer roots
- No subtitles during cut-scenes, no option to turn them on

Memory:

- Very long combos.
- Super smooth animation and cool special moves.

Madden NFL 2004

Genre: Sports – Football

Dev/Pub: EA

Intro:

- Cameo saying their usual slogan.
- Essentially the same menu than in previous versions
- Initial menu is top to bottom next step is panes.

Getting Going:

- Easy to get into for anyone who's played the previous iterations.
- Not much changes in the interface, easy to start a game right away.

Fun:

- Very minute changes were done from the previous versions, so you feel like you're still playing the same game as previous.
- Good variety of plays.

Visuals:

- Many of the animations are the same as previous, so compared to other games, the animations aren't as smooth.
- No real special effects.
- When they zoom on characters they show too much crowd (which is horrible)

Intelligence:

- Slightly better than previous games.
- Rookie difficulty is pretty easy, but anything higher gets pretty hard fast.
- Players react faster to changes of situation than before.

Immersion:

- A lot of recycled voice over from the previous games.
- Franchise mode is where the bulk of the simple player game is; plus tournaments, leagues.

Cameras:

- Default camera is to close to properly manage wide receivers.
- Good display of which buttons would pass to which players.

Controls:

- Similar actions still aren't mapped to the same button depending on position.
- No tutorial so special moves will go unused.

Ideas:

- Jukebox
- Create a team, historic teams.
- Added ugly cheerleaders during halftime.
- No in game additions to note.

Memory:

- Not much changes from the previous editions.
- owner mode where you can make your own field

Super Smash Bros. Melee

Genre: Fighter

Dev/Pub: Nintendo

Intro:

- Fairly long pre-rendered intro displaying available characters.
- Stylized top to bottom menu with help text.
- Some steps of the menus have to do like a mouse pointer.

Getting Going:

- There's a how to play movie displaying special moves and general controls.
- The chaos style gameplay might take a little getting used to.

Fun:

- Plenty of play modes for both multi-player & single-player.
- Random bosses, so playing over and over isn't always the same.
- Event matches have set rules and situations.

Visuals:

- Nice particle systems for fire and other effects.
- Nice Models with smooth animation.
- Nice backgrounds.
- Plenty of stuff happening on screen at once with no slowdown.

Intelligence:

- Various difficulty levels and plenty of different characters.
- All characters have different attacks and special moves but general combat strategy is the same.

Immersion:

- Unlockable characters, Levels and Trophies.
- Different styles of play; platformer & combat.
- Plenty of challenges.

Cameras:

- 3D Camera in 2D perspective.
- Some camera effects to add to other effects of the game.
- Camera zooms in and out depending on characters position on the level.

Controls:

- Multiple buttons have the same actions, so it can get a little confusing.
- Most special moves are very easy to do.

Ideas:

- Plenty of items to use in game
- Plenty of unlockables to keep you playing.
- Some platformer levels to relieve the monotony.

Memory:

- Solid multiplayer & single player game.
- Fun to find trophies and learn about other Nintendo characters.

Resident Evil

Genre: Horror Adventure

Dev/Pub: Capcom

Intro:

- Very short intro, no purpose except to be shown, builds no hype.
- The menus are very simplistic, with standard options.
- As you start you must choose the difficulty setting for the game, but the question is written in a very enigmatic way which brings to confusion.

Getting Going:

- Essentially same control as the original PS1 version.
- The game is Hard though, even at easy... and the new player will probably die several times before getting anywhere in the game. Somewhat of a deterrent

Fun:

- Now scarier with enhanced graphics.
- Plenty of puzzle solving, enhanced with scary zombies

Visuals:

- 2D backgrounds, though they are very detailed and are affected by Dynamic Shadows.
- The characters are full 3D, and their animations are smooth and believable.

Intelligence:

- Most enemies are pretty mindless, just walking towards you and grabbing you.
- Enemies are generally strategically placed to cause the most trouble though.

Immersion:

- Suspense feeling keeps you on your toes as you progress.
- Story unfolds, and game can be played with multiple characters.
- Outside elements (playing at night, dark room) enhance the experience.

Cameras:

- Fixed Cameras, not controllable by the player.
- When camera changes, you can be surprised by an enemy or feel disoriented.

Controls:

- Control was devised as a result of the camera. So no matter what the camera angle is, forward will always be forward.
- Movement takes a little to get used to, but buttons are very easy to use.

Ideas:

- Added elements to this version (defensive weapons, and new rooms)
- Finishing the game unlocks new features.

Memory:

- Even in the middle of the game, now with more believable graphics, the game is even scarier.
- The game is real hard, and many player might just give up at the sheer difficulty of it.

Time Splitters 2

Genre: 1st person Shooter

Dev/Pub: Free Radical / Eidos

Intro:

- No intro, just start screen, no demo play either.
- Very straight forward menu. Choose profile and then game mode or options.

Getting Going:

- Controls are simple to get used to.
- Good in game menu with plenty of information.
- Very intricate levels.

Fun:

- Very similar to Golden eye on the N64.
- Different difficulty settings have different objective
- Each character has different skills

Visuals:

- Cartoonish feel in models and animations.
- Hard to know where you are being hit from since the screen just flashes, but no direction as to where the shot is coming from.
- Good explosion effects. (even for broken glass)
- Poor reload animation.

Intelligence:

- As you move up in difficulty you can clearly see the better tactics used by the enemies.
- Other characters fit well with the style of the game and era being depicted.

Immersion:

- Plenty of different eras to play in.
- Many different weapons for each era.
- Not very strong story, but interesting level design.

Cameras:

- Non-standard FPS camera.
- No reticule unless you use the aim function.
- Weapon is not fixed as you move around.

Controls:

- Slightly different controls than usual FPS.
- Aim button adds reticule and sensitivity, and sometimes a zoom.
- No jumping.

Ideas:

- Many unlockables, over 100 playable characters in arcade mode.
- Map maker.
- Translocator (sort of GPS system or radar) as a weapon.

Memory:

- The great variety of levels is very interesting.
- Very complete arcade mode with challenges.
- Map maker, creates plenty of possibilities for multiplayer games.

Eternal Darkness: Sanity's Requiem

Genre: Horror Adventure

Dev/Pub: Silicon Knights / Nintendo

Intro:

- Very long enigmatic intro sets tone of the game perfectly.
- Very simple top to bottom menu.

Getting Going:

- No control tutorial, but when a command is available the buttons appears.
- Beginning starts slow as you explore so you can try out the controls.
- First time to in game menu explains all the available features of the menu.
- Very scary atmosphere right away.

Fun:

- Good mix of puzzle and survival horror.
- Interesting sanity effects.

Visuals:

- Nice textures and mouth move, and facial expressions.
- Low polygon characters compared to other games of the same time.
- Nice particle systems for magick.

Intelligence:

- General enemies just walk in your direction and attack.
- Bosses follow a strict pattern, some more complicated than others.

Immersion:

- Incredible story where you play multiple characters.
- Incredible setting which changes as your character reads the book.
- Game actually plays with your mind.

Cameras:

- Cinematic camera, not controllable by the player.
- Sometimes camera just pivots other times it follows.
- Well executed, but leaves some corners of rooms un-explorable.

Controls:

- Same general control as other survival games.
- Target selection is very easy with analog trigger.
- No analog movement. Button controls walk or run function.

Ideas:

- Playing multiple characters who are all connected together through the story.
- Sanity effects for the game.

Memory:

- Best atmospheric horror title ever!!
- Very interesting to play different people in different eras.

Madden NFL 2002

Genre: Sports - Football

Dev/Pub: EA

Intro:

- Shorter intro than previous version, and completely game footage.
- Menu is a little more complicated. 2 choices. One for full menu, 1 for quick game menu.

Getting Going:

- Game handles differently than 2001.
- Training mode only allows you to train certain plays, but intricacies aren't explained very well.

Fun:

- Game becomes more enjoyable the more you play.
- Good quick action mode.

Visuals:

- Smoother visuals than 2001.
- Nice dynamic shadows
- Camera focus renders out of focus objects blurry.

Intelligence:

- Solid AI, using different plays.
- Both teams will commit penalties.

Immersion:

- Various game modes.
- Voice over can be repetitive.
- Looks like you're watching the game on TV.

Cameras:

- Various Camera modes.
- Standard one is too close to be able to see the whole field. So hard to see the wide receivers.

Controls:

- Similar action buttons not mapped to the same button depending on position.
- Many available actions, but it's hard to actually use them all in game.

Ideas:

- Loading shows controls.
- Create your own team / coach.
- Many options.

Memory:

- Hard to get the grasp of the game for new players.
- Good league options.

Pikmin 2

Genre: 3rd Person Strategy / Adventure

Dev/Pub: Nintendo

Intro:

- no Intro, just short animation to the start screen
- Start screen is interactive. you can move a bug around the screen and disperse the Pikmin
- Simple top to bottom menu with description and bonuses.

Getting Going:

- As part of the story all the controls are explained.
- You quickly understand how to go about the world and its limits.

Fun:

- A lot of exploring to do, and everyday you find a new item.
- 2 characters to play, while 1 character is doing something, the other can be doing something else.
- New dungeon crawling levels.

Visuals:

- Very similar engine to the first game,
- Nice environmental effects (falling leaves)
- Smooth animation and detailed characters.
- Option to use a deflicker.

Intelligence:

- Enemies are pattern based, but types of attacks make for difficult fights.
- Very strategic combat system with all the different Pikmin with different attributes.

Immersion:

- Character's cuteness
- Feeling of a RTS where you command armies.
- Some items are seen before they can be acquired, so you want to play the game until you get that item.

Cameras:

- 3rd person camera that is somewhat customizable.
- Different height and angle of camera, but no free control.
- Does a good job of showing all the action while still being able to see pretty far.

Controls:

- Unconventional controls for an unconventional game.
- Well explained controls, so even though they are different fairly intuitive.
- Sometimes difficult to quickly manage Pikmins since they react slowly.

Ideas:

- New Pikmin types.
- Dungeon crawling.
- No day limitations, so you don't have to finish the game in 30 days.
- Descriptions of all enemies and objects.

Memory:

- Interesting puzzles and dungeon crawls.
- Less stressful since if you don't accomplish something one day it doesn't matter.
No 30 days limitation.

Tiger Woods PGA Tour 2004

Genre: Sports - Golf

Dev/Pub: EA

Intro:

- Similar cameo than other EA sports games then engine based intro of all characters in the game dancing about.
- Standard EA sports menu, top to bottom with second steps being pane based.

Getting Going:

- Obligatory tutorial the first time you play shows some of the new controls of the game.
- Help windows appear and can be triggered during play for help

Fun:

- Different modes of play, plus many mini games.
- Good game progression with plenty of freedom in choice in field selection.

Visuals:

- Realistic blur on camera movement.
- Nice environments.
- Good character modelling and facial expressions.

Intelligence:

- Other players have their own style and skill.
- Other players are real people.

Immersion:

- Full set of customisation for character's appearance and skills.
- Complete PGA world tour.

Cameras:

- Replays and good camera action to show the ball after the shot. just like TV
- Good camera control prior to shot to better aim.

Controls:

- Unlike prior golf games, or simpler golf games, this one uses the analog stick to hit the ball.
- Hard to devise timing from the animation, and strength of hit from stick flick.
- Very hard to shoot straight as the stick might go a little to the right or left.

- Many effects can be applied to the ball, but are hard to manipulate since you concentrate so much on the swing.

Ideas:

- Unlockable appearance features and randomization
- GBA link

Memory:

- 2 disc game and you continuously need to switch discs depending which field you play.
- Hard control, but provides a realistic feel of the game.

Star Wars Rogue Leader: Rogue Squadron II

Genre: 3rd person adventure

Dev/Pub: Factor 5 / Lucas Arts

Intro:

- No intro movie, start screen has Stars Wars movie footage.
- Simple menu, top to bottom.
- Options are plenty.

Getting Going:

- Training level with plenty of secrets and tests.
- Many voiceovers for descriptions and command.
- Some goals are a little confusing, and hard to understand

Fun:

- Flying around in space can be a little disorienting.
- Follows the story of the first trilogy
- Many different missions; protect, escort, destroy.

Visuals:

- Ships look extremely good, almost if not better than in the movies.
- Many moving elements on screen (ships, soldiers, laser shots)
- Very fluid animation, realistic.

Intelligence:

- Enemies are usually in squads and formation and attack the closest enemy (you)
- It's the sheer number of enemies fighting at once that makes the game hard.

Immersion:

- Many things happening around you make you feel like you're really in the war.
- Having other allies actually fighting beside you, and accomplishing tasks.

Cameras:

- Only 2 camera views. Inside ship and outside.
- Camera follows well, and acceleration/deceleration change camera position.
- C stick allows viewing around the ship.

Controls:

- Pretty generic controls as far as shooters go.
- Shots don't seem to travel very far, when in all theory they should continue to infinity.
- Smooth control.

Ideas:

- Ship changes within same level.
- Multiple styles of missions.
- Mission ratings with medals.
- Secrets in missions.

Memory:

- Good challenge in the game, not too easy.
- So much stuff happening on screen at once

F-Zero GX

Genre: Futuristic Racing

Dev/Pub: Amusement Vision

Intro:

- No intro, but start screen has engine based demo.
- Grid style menu with all selections.
- Potential for help text is there, but the text always says: "select game mode."

Getting Going:

- Practice mode, where you can change many setting to better accustom yourself to a specific track.
- Plenty of possibilities can be seen straight from the beginning from all teh available vehicles and options.

Fun:

- Very fast gameplay.
- Good excitement from all the opponents on the track.
- Only limited amount of track.
- Too difficult story mode makes it boring.

Visuals:

- Good sense of speed.
- Plenty of action on screen with 30 ships on screen at once.
- Nice backgrounds with plenty of effects.
- Excellent particle boost and reactor effect.

Intelligence:

- Difficulty seems to be more about speed and control.
- Opponents attack each others and you. Pretty fair.
- Their control is usually good, and higher difficulties make them go faster.

Immersion:

- Many drivers to unlock.
- Good grand prix mode.
- Various modes of play.

Cameras:

- A few different cameras.
- When in bumped cam, cameras stay fixed when attacking, so you don't get disoriented.
- Good follow on camera where it zooms in and out depending on turn or if on ramp.

Controls:

- Most controls are pretty generic for a racing game.
- Attacking is pretty hard, and takes a lot of practice to get right. Most of the time you'll be hitting the walls.
- Every vehicle handles differently.

Ideas:

- Build your own vehicle.
- Bios and songs for every character.
- No multiplayer over LAN.

Memory:

- Fast gameplay.
- Crazy tracks.

Legend of Zelda: Ocarina of Time

Genre: 3rd Person Adventure

Dev/Pub: Nintendo

Intro:

- After game selections screen, game start screen is shown. no intro.
- Start screen has a 3D animation of Link on a horse.
- Menu is just profile selection.

Getting Going:

- HUD has all the necessary buttons display to quickly understand controls.
- Navi (a sprite) follows you around and give hints.
- Training area to learn about combat.

Fun:

- Good puzzles and action elements
- Feeling of freedom, plenty of things to do, not linear.

Visuals:

- A little dated compared to the graphics of the GCN
- Still smooth animation.
- Nice dust particles in air.

Intelligence:

- Pattern based bosses and enemies.
- Various enemies with different patterns.

Immersion:

- Solid story.
- Plenty of side quests and hidden items.

Cameras:

- Mostly 3rd person, non rotative camera.
- Camera follows well and is sometimes very cinematic.
- Button re-centers button.

Controls:

- Easy to learn controls.
- Most buttons are configurable depending which item you equip.
- Responsive control.

- No jump, the main character just jumps automatically at the ledge.

Ideas:

- Master Quest (previously unreleased)
- A few promo movies.
- First 3D Zelda game.

Memory:

- Best rated game of all time; still very playable and enjoyable today.
- Large bosses, interesting dungeons.

NBA 2K2

Genre: Sports – Basketball

Dev/Pub: Visual Concepts / Sega

Intro:

- Intro has real NBA footage to portray the excitement of the game.
- Very different menu from the usual. Analog pointer with all options in the outside of a oval.
- Takes a little to get used to, but requires more interactivity that other menus.

Getting Going:

- Difficult for a new player to play the game, or someone who doesn't know much about basketball.
- Very easy to get quick into the game and play a few games to get used to the controls.

Fun:

- Simulation style game which will frustrate casual players.
- Play calling doesn't seem to do much.
- Good play mechanics

Visuals:

- Good reflections on the wood floor
- Not many special effects like particle systems.
- Animation is a little choppy from animation to animation.

Intelligence:

- The players on your team don't seem to be as smart as the players on the other team.
- Other teams' players are always moving while your team just sits still.

Immersion:

- Malfunctioning Play calling puts a damper of the excitement of the game.
- The fact that your players don't move makes you feel like you're a one man team.
- Good franchise and other play modes.

Cameras:

- Many varied styles of camera.
- Each camera style has customisation possibilities.
- Standard camera mode is well suited for play; the team with the ball is always going up, and the camera rotates on team change.

Controls:

- Most common buttons are very easy to use.
- C stick pass doesn't seem very responsive.
- More complicated controls (like play calling) are pretty hard to understand.

Ideas:

- Create team/player
- Simulation, arcade, and even street play (not as refined as NBA street)

Memory:

- There was a bug in the game where i went into overtime because of tie, but there wasn't actually a tie.
- Back and forth action gets tedious to those who don't actually like this type of game.

Paper Mario: The Thousand Year Door

Genre: Role Playing Game

Dev/Pub: Intelligent Systems / Nintendo

Intro:

- Text intro mostly explains the events that lead to the story.
- Top down menu, but second steps is with pointer to select profile

Getting Going:

- As part of the story you learn combat and menu management.
- Game starts of in a place where you can experiment.
- Sidekick follows you around and you can communicate to get some info.

Fun:

- Non-traditional RPG.
- Some platformer puzzles mixed into everything.
- Varied other challenges such as quiz shows.

Visuals:

- 2D characters in a 3d world; well executed.
- Nice effect of paper folding together when you walk into a building.
- Interesting animation for sequential effects (like building a bridge) where it looks like page flips

Intelligence:

- A lot of communication portrays the personalities of the characters.
- Most battles are pattern based, but they added extra elements to make the game more interesting.

Immersion:

- A little bit of a simplistic story.
- Simple yet entertaining puzzles. Some which actually entail a different type of gameplay element (paper plane)

Cameras:

- Usually 2D. It focuses on the main character & the world moves around it.
- When entering or during specials scenes, the camera might sweep around in a more cinematic view.

Controls:

- Very easy controls, some platformer controls.
- Various different controls for different attacks and different characters.

Ideas:

- Crowds watch battles.
- Many recognizable characters from SMB world.
- A lot of hidden items to be found.
- 3D world with 2D characters (which have a lot of animations)

Memory:

- The style of this game is very interesting.
- Low scale RPG (health goes up by 1 point each level) so you don't get the grandiose effect of other RPGs.

Super Monkey Ball

Genre: Puzzle

Dev/Pub: Amusement Vision / Sega

Intro:

- Intro simply shows the characters of the game and some level designs; not very enticing.
- Initial menu is top to bottom, options menu as well. Other menus are iconic, step based.

Getting Going:

- If you wait at start screen a how to play movie appears.
- Very easy to get into the game.
- Easy control to learn, but very technical

Fun:

- Interesting levels with different difficulty settings.
- Some levels felt like they are impossible

Visuals:

- Simple but very nice visuals.
- Gorgeous backgrounds.
- Nice reflections on surfaces
- Nice models.
- Some particle systems

Intelligence:

- When playing mini games the enemy is good; using multiple tactics and fighting each other.
- Racing and other games has the AI play similar most of the time, so as you learn tracks you can continuously surpass the AI.

Immersion:

- Good elements of both single and multiplayer games.
- Single player provides unlockables for multiplayer games.

Cameras:

- Camera is fixed behind the character and follows well in the 3rd person.
- Makes it look like the whole scene is shifting instead of the character moving forwards.

Controls:

- Very easy controls though very delicate.
- Takes a little to learn all the intricacies of the sensitive movement.
- No other commands used.

Ideas:

- 3 Minigames, 3 unlockable side games.
- Very good ability to play quick games.

Memory:

- Challenging levels, especially at higher difficulties.
- Interesting game based on the principles of Marble Madness

Animal Crossing

Genre: 3rd Person Life Sim

Dev/Pub: Nintendo

Intro:

- Start screen has game footage. No intro movie.
- Game starts auto depending on game found or not. A whole town takes a whole memory card.
- A lot of text that cannot be skipped at the beginning of the game.

Getting Going:

- Creating of your character is done through questioning.
- Character looks are random.
- As part of the initial story and mandatory action you learn all the main parts of the game.

Fun:

- Plenty of stuff to do in town.
- Major play elements have to do with collecting items.
- Special events

Visuals:

- Not the best of graphics, very low poly characters.
- Nice walking effect (foot steps)
- Weather, seasons.
- much attention paid to details

Intelligence:

- Mostly all characters have different personalities, though some overlap.
- Characters talk to each other and have feelings.
- Very complex AI system where you have relationships with the characters.

Immersion:

- Town is always changing, people moving in and out.
- You can go visit other towns (the characters will move between those two towns.)
- Special events (Christmas, Independence day, etc)

Cameras:

- Camera is normally 3D isometric, pretty elevated.
- You can zoom in a change camera angle when inside a building.

Controls:

- Very easy to use controls.
- You can run around instead of walking, but sometimes has repercussions (wrecking flowers, scaring fish)
- Intuitive with no complicated combinations.

Ideas:

- Uses real time clock.
- Classic NES games to collect.
- GBA Link
- E-card

Memory:

- Game gets a little redundant after a while. Always doing tasks for other characters.
- Still the interest can be rekindled after a little time off the game. since characters move and new event happen at different times of the year

Resident Evil 4

Genre: 3rd person Horror Adventure

Dev/Pub: Capcom

Intro:

- No intro, just start screen.
- Very simplest of menus, no difficulty settings.
- In game menu is easily navigable with commands shown at the bottom.

Getting Going:

- Map always shows the next area of interest.
- No Tutorial, but there is an in-game manual with all the commands.

Fun:

- More action oriented than previous game.
- Mini challenges and collectibles in the game to purchase new items.
- Same general idea as previous games (Inventory management, always missing ammo).

Visuals:

- Incredible fog, as you move it actually looks like you are moving through the fog.
- Many destroyable items (even doors).
- Nice explosions and blood sprays.

Intelligence:

- Depending on weapons enemies have they will either come close or stay back.
- Enemies are very smart and will even break windows and doors to get inside a building to fetch you out.
- They always seem to sidestep right before I shoot them!!!

Immersion:

- Great amount of tension while the game is played.
- The moments of less tension usually have you solve some puzzles.
- Story unfolds at a good pace with certain surprises.
- Many more actions than previous games (jump through window, kick door)

Cameras:

- 3rd person “Shoulder cam”.
- You can look around within some limits.
- When reaching certain areas the camera will change to accommodate (close to a ledge = high camera to see below).

Controls:

- Very easy controls, considering all the available actions.
- Many side actions can only be accomplished on certain conditions, so a message pears when a certain action is available.
- Similar control as previous REs for movement, but feels more natural with this camera view.

Ideas:

- Similar to Shenmue, certain cut-scenes will have you press certain buttons to perform certain actions.
- No ink necessary to save.
- Weapon upgrades.

Memory:

- People with bags over their heads running after you with chainsaws.
- Always in tension, because even during cut-scenes you might have to perform an action.

Mario Kart: Double Dash

Genre: Racing

Dev/Pub: Camelot / Nintendo

Intro:

- Short intro showing nothing but gameplay. Provides good hype.
- First menu step is top to bottom, next menus are more iconic.
- Circuit selection shows all the track names in each circuit.

Getting Going:

- Initial driving controls are easy to learn.
- Easy to pick up and play following the same philosophy as other Mario Karts.
- Which 2 characters are picked is important.

Fun:

- Good set of tracks and difficulty settings
- Arena Multiplayer games are pretty boring, not the same excitement as regular racing.
- Shortcuts and hidden items in the tracks.

Visuals:

- Plenty of particle systems for collisions
- Nice character models.
- Nice environments.

Intelligence:

- Opponents attack themselves, like they attack you.
- The ranking is usually all the same, and the teams are always similar.

Immersion:

- Good sense of speed.
- Plenty of unlockable characters and vehicles.

Cameras:

- Only 1 camera view, 3rd person.
- Camera follows well and is far enough to sometimes see attacks coming your way.
- Camera follows the track and not the car. So if you're drifting you still see where you are going.

Controls:

- Easy to learn control, and some extra controls for special moves.
- Controls when playing 2 in 1 car are not the same, lead to confusion the first few times.

Ideas:

- Broadband enabled.
- 2 players per car.
- Large emphasis on multiplayer gaming.

Memory:

- Strategic elements to player choosing.
- Simple yet entertaining gameplay.
- No ordinary race course.

Super Monkey Ball 2

Genre: Puzzle

Dev/Pub: Amusement Vision / Sega

Intro:

- Similar to the previous game. Simple intro displaying some worlds and the characters.
- Iconic menu system with description bar. Options menu are top to bottom.

Getting Going:

- Control and game description is available if you wait at the start screen.
- General gameplay is very easy to get used to but hard to master.

Fun:

- A very passable story mode was added, could have not been added.
- 3 different main game modes. Challenge mode is like SMB.
- New elements added to the levels.

Visuals:

- Very similar to the first one. Gorgeous backgrounds.
- Nice reflections on ball and floor.
- smooth animation
- Some well executed particle systems.

Intelligence:

- No difficulty settings for the game so after playing the mini-games you can beat the enemies for sure at most of the games.
- The difficulty for the regular mode is just beating the time.

Immersion:

- Unlockable mini games.
- Much of the later appeal of the game is multiplayer
- More unlockable games than 1st game.
- Story mode has you play select levels, which become hard pretty fast. This mode isn't enjoyed as much as it should be.

Cameras:

- Same camera as the first game, no changes.
- Causes some problems when taking jumps since camera movement is very fast.

Controls:

- Very similar controls to the first.
- Very high sensitivity on the stick.
- Mini games use various controls, well explained.

Ideas:

- 15 extra mini-games
- Some mini-games were more enjoyable on the first version.

Memory:

- Good game for quick satisfaction.
- Some levels will frustrate you since they are so hard, you feel like you don't have control in them.