

# JOSH MENDOZA -

- *Josh's project focuses on an in-depth review of the critically acclaimed Samurai Gunn 2 video game wherein he elaborates on the key aspects that went into it's production all the while carefully evaluating it's development.*



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- *Samurai Gunn 2* was an early access game that I stumbled upon when I was browsing through platformers on Steam. What immediately got my attention was the trailer and the description, as I expected the gameplay to be good just from those two alone due to the plethora of features that I learned about from both the video and the text. The game however was a bit pricey at around 300 pesos which is lower than the non-sale price of around 400 pesos. I contemplated for a bit if I wanted to part with some of my money to obtain this game and finally decided to take the plunge and bought it.
- After a bit of waiting, the game was finally done downloading and I finally launched it after a bit of mental preparation. What I first noticed once I was on the main menu was the great artwork and music which are both superb. There are three “modes” if you could call one of them that.

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- Before I talk about the modes however, I'll talk about how the game plays. It is a 2D side-scroller game that is similar in a way to *Brawlhalla* but the game uses a one-hit-kill system so every character is killed instantly, as there are no health bars. The game rewards those with fast reactions and planning. Most characters have a sword and a gun, the gun has three bullets that cannot be replenished unless playing in a mode that allows for respawns and your character dies.
- There is a large amount of moves that can be done such as deflecting bullets back at those who fired them or dashing through sword slashes or bullets and that is not even counting all the unique abilities that every character has that enables them to do a strategy that no other character can. Such as a guest character that does not even have a gun but instead throws their sword like a boomerang that they can reobtain.

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- The first mode is Adventure where there is an overworld with “entrances” to levels that you have to enter in order to progress through the overworld. Each level has a different layout and enemy composition. You only have one life in an adventure level, if you die you will return to the overworld where you can try again. As of the day that this review was created, there are only two worlds in the overworld, but each is filled with levels, secrets, and easter eggs.
- There are many characters and each has their own abilities and is different from the others in more ways than just aesthetics, which is something that I really enjoyed. Slug, for example, is a character that instead of firing bullets, fires kunai out of his gun that can be reobtained in order to get ammo back, the only problem being that enemies can also obtain the ammo for their own purposes. Another example is Ghost who can turn invisible and even fire invisible bullets, which are difficult to dodge or deflect due to them being corporeal. However, invisibility requires the use of a bullet so it has to be used properly.

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- The second mode is Versus and allows you to fight against others online or against your friends in local multiplayer. There are a multitude of levels to choose from and the amount of characters helps keep the game from getting stale. Versus has two different types of scoring option that you can choose, one is lives where each player has 10 lives and the last one who is still alive wins, and the other is kills where each player has to get to a certain amount of kills first to win.
- Ties are possible in which a "Showdown" will begin. "Showdown" levels usually have the characters being invisible with them only being visible for a few milliseconds then invisible for another few milliseconds and becoming visible again with the cycle continuing until the match is over.
- In a "Showdown", there is only one life for each character thus, whoever kills the other automatically wins. While the characters are invisible, their sword slashes are not, also characters do not have bullets in a showdown so killing your opponent from range is not possible. Footsteps can also be used to determine where your opponent is. It is also possible for up to 4 players to be in a showdown if every single one of them is tied with each other.

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- The third mode is known as “Comic” and is actually just a comic made for the game that is only available through the game. The comic is not complete yet however as its completion is one of their goals to accomplish before they can leave early access. The comic has a great art style that makes it enjoyable to read.
- All in all, the game is great and is only going to get better as it is still in early access, more characters, levels, worlds, and even features are planned to be added. The game is easy to learn but hard to master with deep gameplay and exciting fast-paced fights.