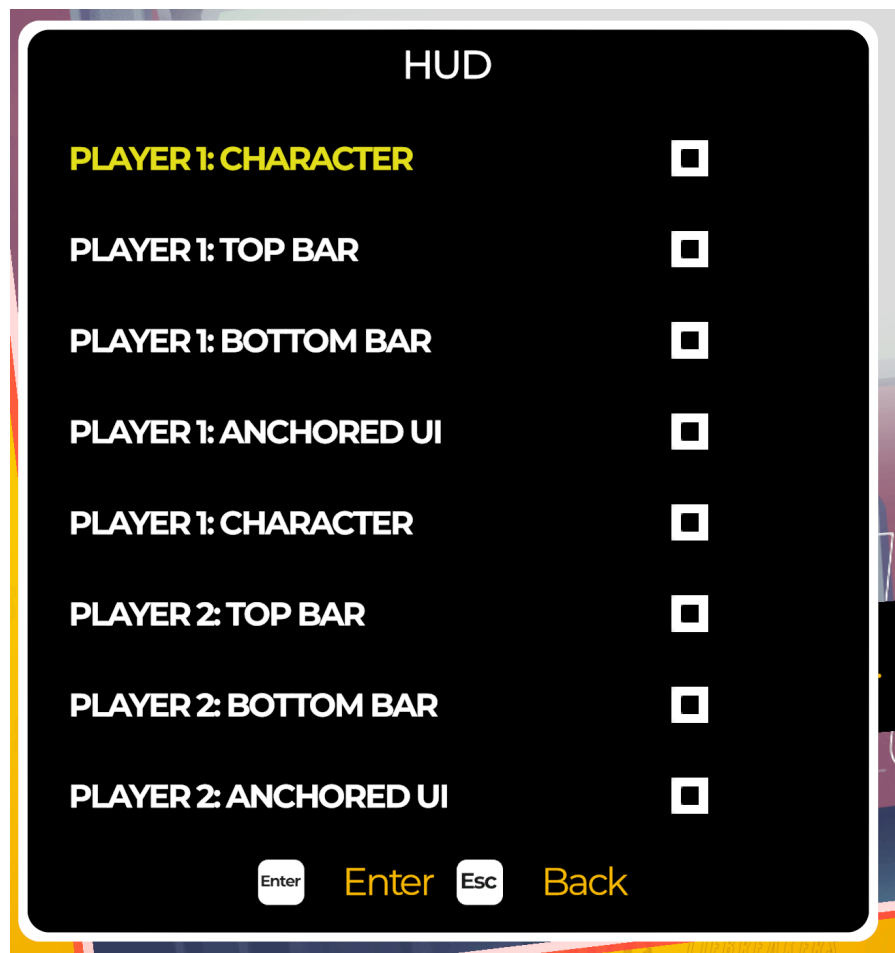


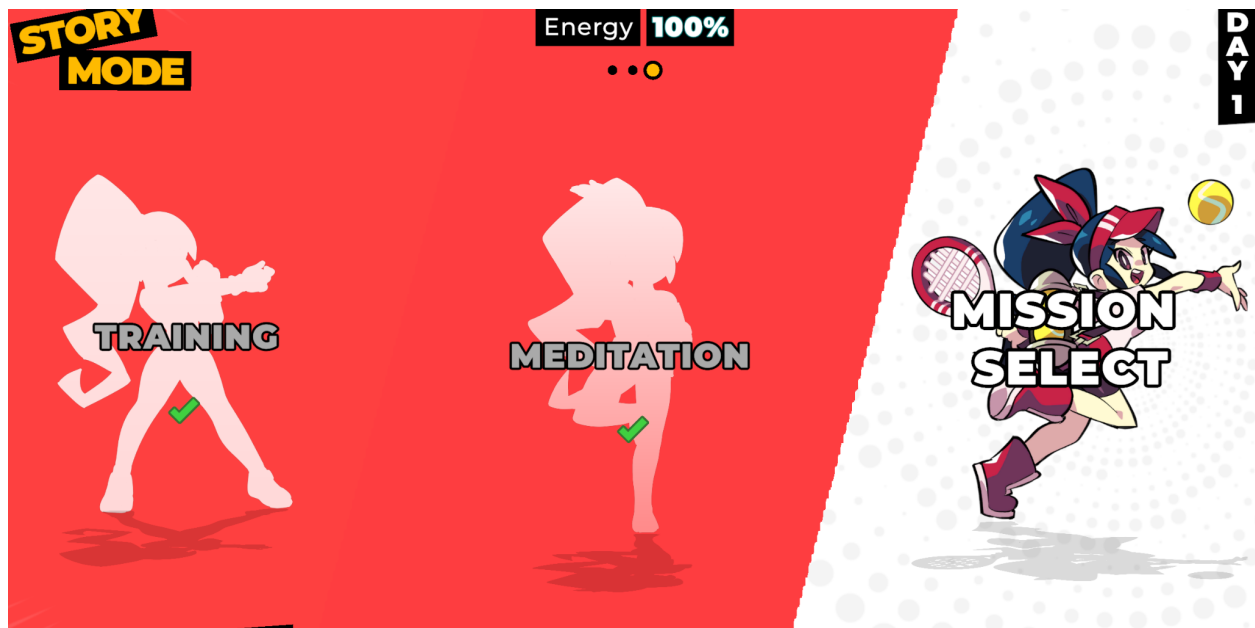
TIEBREAKERS

Tiebreakers is a fun run and gun style side scroller that benefits well from its distinct art style and visual aesthetic. While I enjoyed the gameplay on both mouse and keyboard and controller, I am having a hard time imagining trying to play this game accurately on a mobile device no matter how big or small. There are a lot of controls that would likely be difficult to condense into a manageable HUD on mobile. Moving and shooting can feel uncomfortable because the angles are locked to diagonal, straight, up, and down. The lack of a free aim could prove to be a real problem for mobile devices. I do enjoy the gameplay however, it is charming and simple, pretty fun.

UI



For a multiplayer game (I tried this on my own), these options are great to have as they cater to smooth experiences where players are comfortable. I have never seen settings like these before, but it's a great addition

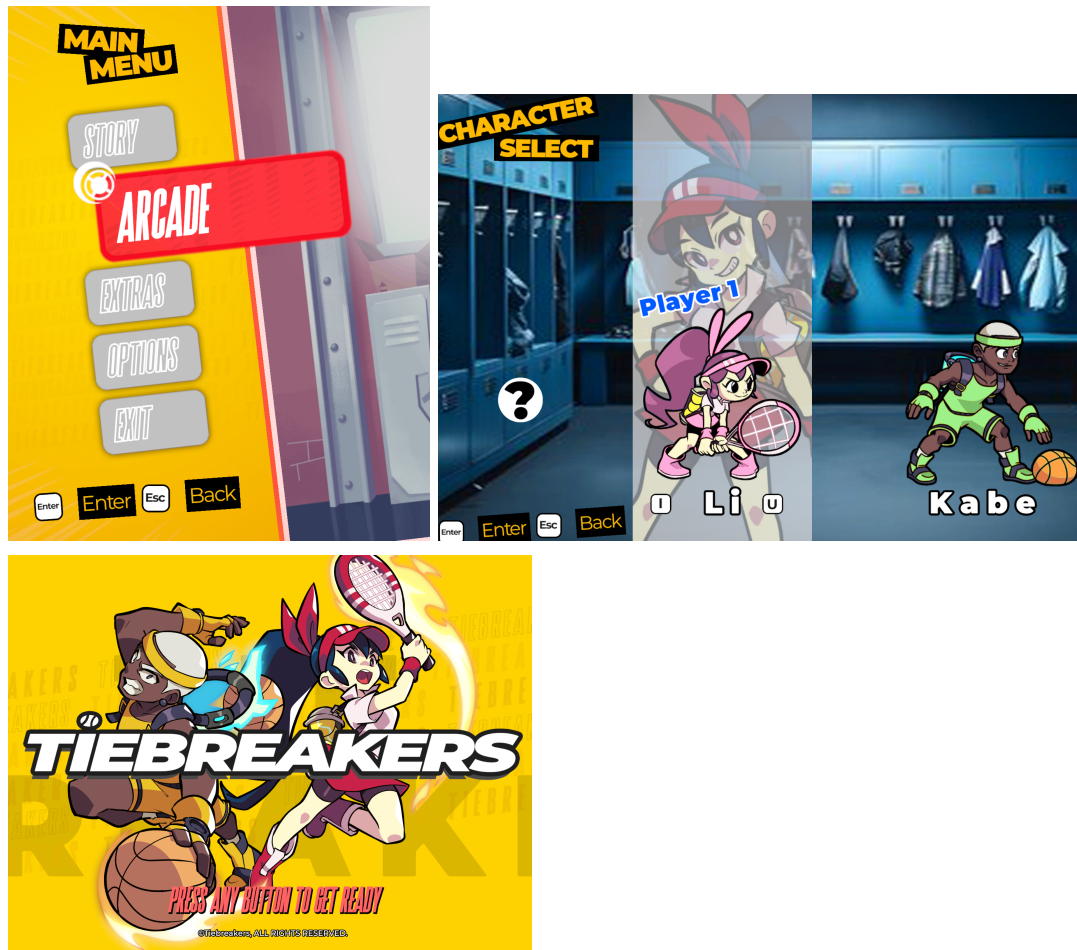


I love the story mode daypart selection menu. It looks really good, very simple to understand. I do wish you could go back to the training or meditation even though it is already completed if you wanted to.

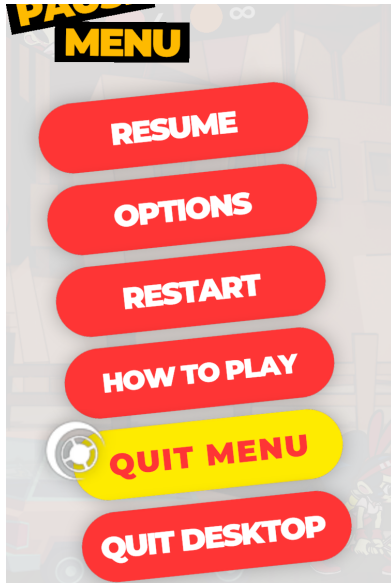


Great! I definitely feel sucked back into the level with statistics like these, I want to improve my score and I'm tempted to even attempt the level for speed purposes

UX



There is a user flow error that was pretty annoying early on until I stopped making the mistake. When you select arcade and are shown the character select screen, exiting from this screen not only does not prompt an “are you sure?” or ask for any other confirmation, it takes you all the way back to the main menu of the entire game



“Quit Menu” is confusing wording and takes you back to the start screen of the game similar to the arcade error. The player needs enough of a clue to understand that they are going that far back. These buttons should definitely land closer to where the player left off.