COMP 585 Game Critique
Patrick Lung
Introduction

• Released in 2003 by Camelot, sequel to Golden Sun (2001)
• Gameboy Advance
• Non-linear RPG game
  – On a 128-megabit cartridge (16MB)
• IGN’s Most Wanted Game of 2003
Storyline

- Fictional world where alchemy is locked away.
  - Can be unlocked by lighting the four elemental lighthouses
  - “Adepts” have special powers called psynergy
- 1\textsuperscript{st} game: Prevent others from lighting lighthouses
- 2\textsuperscript{nd} game: Play as anti-heroes from 1\textsuperscript{st} game to light the lighthouses
Character Development

• As the plot goes on, you gain new teammates
• Learn new information, gain new enemies, recruit the heroes of the 1st game
Battle System

• Turn based system with special “pets” called Djinn
  – Can be used individually with effects or together to summon a powerful beast
• Psynergy allows one to cast special spells or to heal each other...
Puzzles

http://youtu.be/Lc2v7rQHJT4?t=1m57s
Golden Sun is a Serious Game

• Game is spent mostly deciphering puzzles
  – develops cognitive abilities such as problem solving, pattern recognition, noticing details
  – provide a primer to solving math puzzles and understanding electric circuitry
• Puts in the player’s mind the importance of constantly learning skills
• Puzzles were difficult when I was younger
  – game is best-suited for 10 - 12 year olds
Golden Sun is a Serious Game Pt. 2

• Non-linear game format
  – teaches analytical skills
  – what to do next to trigger an event?

• Similar to “Carmen Sandiego” game franchise
  – find where to go next to pursue villains
Ideal progression
Thank you for listening.