

MOLDGEIST
Foopy64
COPEROOM GAME JAM

My Thoughts

Dude, it rocks!

I wanna start with the shallow stuff, the music you chose was phenomenal, it was awesome to listen to while grinding, very fitting and it did not get repetitive at all! Good choices.

Alright, real meat and potatoes, and I want to start with something a little less obvious- the maps are damn pretty. They're populated, and visually interesting to look at. Sometimes it was a little unclear where I could actually step to get somewhere but it was never so obtuse that it was a problem for more than 2 seconds. The clouds shadow as you walk through the hole in the woods once you leave your home, to the corrupted beach, filled with foliage and a growing rot- for a game called MoldGeist I was really wondering where the mold would be, and seeing that corrupted beach next to the cave was the first indicator, it got me wondering about the world. Was this normal? Was it new? Is the random encounter rate higher on the rot because I swear it was!! The segment in the cave was wonderful, a mad-dash to not get in a fight with the mushrooms was engaging and was actually a bit scary as I had entered the final screen with only 50 HP and Girl dead.

Speaking of Girl, she's awesome. My favorite character. A good hook to get the player interested, considering she just starts randomly following you. I really like the choice to not really bring it up in text, it rocks. A less smart developer would have some yiik text where you go WHO ARE YOU WHY ARE YOU FOLLOWING ME and just completely ruin the mystery. It rocks, very good choice! She also had one of the coolest scenes at the end of the cave-race with The King on his boat slowly approaching. It was really menacing and I was at the edge of my seat waiting for what the hell giant thing was gonna come at me, and just as it crescendos as the giant skeleton on a boat reaches

us- it cuts out, like nothing ever happens. Girl is worried, too. I love the option to talk with her, cry, scream, smile, and nothing happens. And then you shake her, and she reacts a lot more than she did before. It's an awesome way to show character. I was very endeared to her. The reveal that she was a puppet was predictable but that's not a bad thing. I was a little worried when she collapsed. I hope that Honpo and Girl have a great friendship.

STYLE STLYE STYLE!! MoldGeist has an amazing style and aesthetic. The sound design is phenomenal!! The stick crunching in the hole in the woods was really neat. I dunno why it stuck with me so much but it really was brought to my attention. Awesome detail!! But the real elephant in the room is the sprite art- Every monster looks interesting and cool- I was looking forward to seeing new enemies every single time I entered a new area. The gradients on the enemies look amazing. I'm not sure what style of pixel art this is but I really really like it. Stand up job. I also want to comment on the sound design! I don't know what I had expected coming in, but hearing the scream after I beat the first enemy I pugged. It was so cool, the charm is real there! Same thing with the player death sound, I thought it was awesome.

I'll quickly comment on the battle system and mechanics, I don't have too much to say

At the beginning it felt REALLY difficult, so much so that I thought it would be better to run from battles. That didn't end up working, bit me in the ass later so I had to grind. It didn't take me very long to grind, I did enough battles to get enough money to buy the best weapons and armor in the shop for Honpo and Girl, I ended up getting enough levels that it wasn't really a problem and I didn't have to think much about fighting at all. Spam introspections on Honpo and heal when needed. Not a bad thing at all, I felt rewarded for grinding!

One last comment because it just came to me as I was writing that- The naming on stuff is really fucking cool!! "exert will" is such a cool way to say basic pummel, or "reject" for skip a turn.

Bravo Foopy! This was awesome