Nintendo Switch Game Analysis:

A. Name of the game:

Mario Maker 2

A. Write down a summary of what the game is about:

Mario Maker 2 is a game where you can design your own Mario levels in five iconic Mario styles. After you have built your Mario maker level you can upload it for other people to play.

B. Describe what the player does in the game:

In this game you build levels or play other people's levels. You can either search for levels by category, popularity, or low clear rate. You can also participate in the super Mario "endless mode" where you play levels made by other players with a limited amount of lives and try to beat as many as you can.

C. If the game includes some kind of exploration activity describe how this is done:

N/A

D. If the game includes some kind of puzzle solving describe how the player solves puzzles:

In this game a common type of level is a puzzle level where you need to figure out how to use items such as shell or POWs to get to the goal.

E. If the game includes some kind of combat describe how the combat system works:

Combat in Mario maker 2 is similar to any other Mario game, bouncing on enemies' heads hurts them. Certain enemies will die after one hit and others will take several.

F. If you can play this game with other players describe how multiple people can play the game at the same time:

In Mario maker 2 they added a multiplayer mode where you can play against other players trying to beat a level first.

G. Was this a fun game to play? Why or why not.

Mario Maker 2 was an extremely fun game to play. I spent hours building levels and was thrilled when people enjoyed my levels.

H. If you think that the game could be better, explain how you think it could be better:

I think the build menu could be slightly better, however it was greatly improved from Mario Maker 1.

I. If you had problems when playing the game, what were the problems:

I had very few problems with Mario Maker 2 however the multiplayer mode is quite laggy and could use some improvement.