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Project1

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Game Of The Year (Almost)
👤 kiyasu   09/26/2023 01:45 PM   13 views

*Note: I stole this review format from one of aquatorrent's random bazillion Steam reviews.

My Playtime: I don't know, but maybe within 20 minutes? (100% achievement, finished the game)
My First Playthrough: Maybe like 5 minutes, but I forgot to check other parts of the map :(
Grindy Achievement(s): No.
Optional Achievement(s): No.
Difficult Achievement(s): No.

Intro

Project1 by dosmaen is one of the most amazing-ingly concepts ever made for an inspirational-ish ambitious-like RPG masterpiece of this time. It is an RPG that shows so much in a concise, exeptional-ish playtime or something.

Pros:
— Remarkable, memorable badass rockin' characters we all know
— works like a prologue game to a bigger series
— you start off with all four characters (this is a good thing because something is gonna happen later on in the game, I think)
— two different endings that look the same in the end, but you enter from different places and angles so it's different

Cons:
— battle speed too slow
— you can't run away from battles
— kinda high encounter rates
— if you just want to explore the entire map and check every fucking tile ever existed, it can take a lot of time and battles are all the same

Specs:
Microsoft® Windows® XP Home Professional laptop

Should you buy this game?

This game is free, and is the first part of a 500-episode game. The developer is very generous here. Just watch out for the repetitive, slow battles. (And I think at one point the text is cut off in one of the dialogue windows or something.)

But you should definitely gives this a download and have your blind blown away by how ambitious and dedicated this developer is.

In-Depth Review

VISUALS
The game uses RPG Maker 2003 RTP, with a ton of dogs on the map as a first impression—creating an atmosphere of exploration curiosity or something. The maps are simple-looking in both color and, uh, mapping, but is so profound to me because of all the dogs doing their things and you can even kind of, like, talk to the dogs.

STORY
The story starts off with Goku and the three other cool characters all at the start, and the premise is very simple and straightforward-ish. Then, the plot twist...! And then!!!!! ...!! And it, like, hooked me and the story served really well as a prologue game for a bigger series of episodes. If you're looking for a longer story packed in just one game download, this might not be for you though. But the developer pulled this off really well with hooking(?) the player for wanting more. (Let's hope the developer actually completes all 500 episodes.)

THE GAME
Gameplay? This is an RPG utilizing the standard RPG Maker 2003 engine's system, and it's just the start of a huge franchise thingy. So the battles are simple. At first, it was okay, but it can get repetitive and the speed is so slow, especially if you want to explore every single tile on the entire map, save, reload, and check out other paths you missed, etc.
Replayability? YES, this game has two endings so if you want to save scum or start a completely new game just to see the other ending, you can. It's so sophisticated the developer thought to put two endings and entrances, creating a change in the way the ending is shown (even though the dialogue after the entrance looks the same or something). So there is replay value. (Also there is a secret in this game in that you can obtain unlimited items, which should have yielded in a secret side quest for taking more than one of that item.)

CONCLUSION

This is a masterpiece-to-be prologue of a grand franchise(?) of storytelling with super awesome characters, and this is just the beginning of it. So, of course the game will, like, be kinda bland-ish or lacking-ish or something, but the developer pulled it off so well and made the player HOOKED for MORE! (Just again, beware of the battles when you attempt to try to check every single puppy thing.) And best of all, it's FREE!

⭐⭐⭐⭐⭐

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