

Escape from the factory

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Escape from the factory is a side-scrolling platform game, where the player controls a robot who has to escape from a factory, where old and deteriorated robots are recycled into cans.

In each level, the player has to collect some goal objects, the batteries, which are used to get enough power to open the door to escape from the factory. The aim of each scene is straightforward, so the player does not have to worry about going to a dead end or getting lost in a complex labyrinth of platforms. There are also some extra objects in the scenarios, which are difficult to find and are not required to finish the level, but that will give more points to the player.

In every moment, the player can check the progress of the actual mission, and he or she receives a clear feedback about the state of the level's goals.

The player will find enemies that will try to make you fail in reaching the goal. They become increasingly more difficult to beat, since they have new abilities or improve the old ones.

Initially, the enemies only patrol around a single platform, but as the game progresses, they can run faster, jump, and shoot. At the beginning, the player has to jump to avoid them, but it will become more difficult to deal with newer enemies, so probably it would be a good idea to find around the scenario some rockets, which gives the player the ability to shoot.

One of the impressive thing is the dangerous and dark world, so the player should find some extra pickups that would illuminate it during a period of time.

Then, the player could see easily where the obstacles are, and try to avoid them with more effectiveness.