

## *Pirate Clan* Review

**Game Name:** *Pirate Clan*.

**Game Platform:** Facebook.

### **Game Overview**

*Pirate Clan* is pirate-themed, adventure-styled Facebook game that lets the player build his or her own pirate clan. Players go on "adventures" to get money and experience to level up. More items become available to purchase as players level up. Players can buy ships, places to hide out in, and weapons. Additionally, players can choose to team up with friends or attack friends and get more gold.

### **What did this game do that was different from its predecessors?**

It's actually just *Mob Wars* with pirates. It's like playing the same exact game, so what it does different is make use of pirate art and occasionally sprinkle in some pirate speak. (I'm not certain, but I think the ability to fight other people with ships is a new mechanic.)

### **Favorite Part about the Game (and why).**

The game takes nice advantage of people's natural greed by throwing lots of coins and experience points at players pretty much all the time, making it effective in giving the player a feeling like he or she is racking in sweet loot. The pirate theme is a mildly entertaining aspect—for those who like pirates anyway.

Otherwise, the game didn't have anything else to offer that was genuinely fun.

### **Least Favorite Part about the Game (and why).**

Besides the whole game, I think the worst part of the game was just that it was just a menu. It's like an RPG with a basic leveling up system and small inventory system—except there's no RPG; it's just the two menu systems. There weren't any real visuals. There was no map or animations for anything. The only art in the game is on the icons for the objects and all the flourishing on the menus. The "adventures" don't feel like adventures. They're simple button clicks that exchange energy for gold and experience. Unlike games like *FarmVille* that take time, the only time this game takes up is just waiting for the energy to recharge. That, I think, is a negative because it makes all the adventures feel worthless.

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Also, the fun of getting a lot of coins to buy things with was immediately deadened by the lack of content. By the second time I played the game, I had purchased everything that I could possibly buy in the store for my level. I almost felt like the game was pointless then. There was nothing to do but sit and wait to get more energy so I could work on leveling up.

**How would you change the game to make it better?**

I would have, at the very least, added a map for players to see where they are and some pictures of where their secret coves are and their ships. In addition to that, little animations of ships fighting or sailing would be beneficial. Animations would help make the adventures at least seem a little bit less like a button click. These animations don't have to be fancy or 3D. They could even be simple GIF-like images of cartoon pirates doing the action specified, one of them including the players' character art. Also, more content to purchase or customize might be helpful.