Marvel Academy

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Game

Great graphics, UI design is simple enough to follow, game-play needs work, characters needs work, the concept of the game is good.

Game Concept

There are 4-5 Marvel game apps and they all focus on fighting. However, this Marvel game app focuses on building on academy for students. Personally, I prefer picking 3 mutants that you like to raise in school, let's say 3 of them. And add a special power and train them by you doing "tapping" the flying dishes or something. Because the marvel characters have their own different background stories, these characters should not be in school. However, It is a nice concept of seeing the childhood of Marvel characters, and they act clumsy. It is fun to watch what they do.

Game aesthetics

I like the game's aesthetics, too. It looks like a cartoon, and you can see what they do in close view. Also, different buildings and heroes doing some missions or stuff is fun to watch.

Tutorial/Story

Tutorial part is also easy to follow. Like all the games do, this game makes a user do a certain task. After doing the task, the game gives currency and lets the user to build more. Story is quite interesting to watch. Personally, if the font is too small to read it, I skip the story which makes the game boring. But how the game shows the story is interesting. As the story progresses, the character's face and body motions look different which makes the game more fun.

UI and UX

UI is easy to follow, I can see which one is a button, what to tap to do what I want to do, and how to interact by watching tutorials and tapping a few times. Interestingly, in order to give a task to a marvel character, a user have to drag the task to the character. It feels more right, but it is more troublesome to tab drag it all the time.

For UX part, sometimes I don't know I have to tap the character to give a task or to tap the building. Also, there's a bulletin board that functions like a building but it is confusing for me. I rather make only one function such as, tapping a character allows you to do something with the character, for example, giving a task. Then when I try to do something, it is easier to think what to tap.
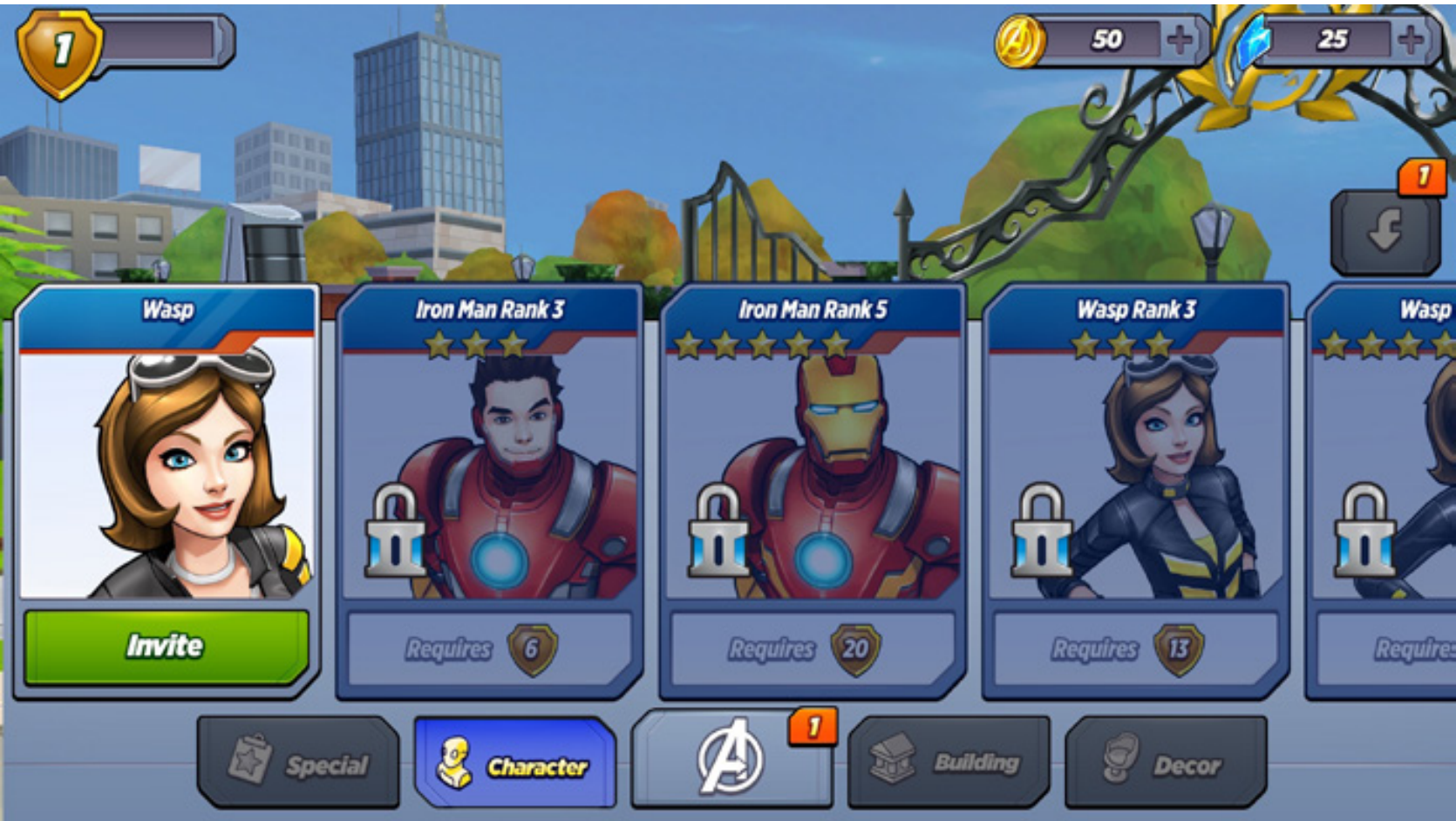
Overall

I like the game's concept of teaching/raising high school-marvel characters and camera angles to see what the characters are doing, but there are some holdbacks I found. The game flow seems not fast enough. For example, "getting the tasks done" is fast, but after building a structure is not fun because once you construct them, there's nothing to do but upgrade. But upgrading a building requires money and takes a lot of time to fit the requirements of "upgrade". I wish this game could be better.