

Critique

This project operates on the interesting premise of reimagining diverse manga characters as video game characters. The challenge of the project lies in the diversity of genres employed in the present project compared to the original video game using this concept, *Shonen Sunday vs. Shonen Magazine: White Comic*. The original game utilizes characters from two shonen manga magazines which have characters with known powers and techniques as well as developed relationships, as is typical for their genre. In contrast, this project utilizes characters from shojo, shonen, josei, and seinen manga. It is interesting to see how techniques could be incorporated according to the framework of the manga, especially considering that the creator of the project does not have access or knowledge of the entire series, which may reveal certain integral characteristics of the characters used in the project.

One criticism of the project lies in the assignment of attributes. As the original game utilizes only shonen manga, there would be trouble in assigning attribute categories to different genres which operate on different principles, especially the shojo manga. To demonstrate an extreme example, *Berserk* is an seinen manga that takes place in a dystopian setting with extreme gore and violence. The typical shonen elements are not present, or are otherwise deconstructed, so the attributes don't apply to the themes and personalities involved in *Berserk*. From this example, it can be said that the attributes are arbitrary and are inaccurate reflections of the characters in question. While there may be traits of the characters that reflect the attributes of the

game, it does not have the same connotation of the way the attributes are reflected in a shonen manga. While there is an attempt to fix those discrepancies by adding certain conditions to the techniques of *Berserk* characters, this is clearly not an optimal way to categorize the characters present in the project.

Another issue to consider in this project is the balance of the characters in terms of attributes and effects of their techniques. Due to the varying genres present, the numbers of characters in each attribute are not balanced. There are 8 courage, 9 intelligence, 9 perseverance, 7 friendship, 15 love and 3 laughter attribute characters. This imbalance can limit the ways in which battles can be enjoyed or result in overreliance on certain characters. Additionally, due to the nature of the works present, there is a slant toward mental techniques. Additional characters from shonen manga were added in an attempt to add more physical techniques.

Another issue of the project is the lack of numerical values for the techniques. It is difficult to discern the relative strengths of certain contrasting characters. Since number of techniques does not reflect relative strengths, it makes it particularly difficult to determine how balanced and feasible the game would be, if actually developed.

Overall, the project is an interesting attempt at placing manga characters as game characters. There are many flaws present in this project as developed, so it may not be feasible to use an actual game. Some of those flaws can be attributed to the restrictions posed by the specific works and characters selected by the author.