

Kid Tripp [Nintendo Switch] (80/100)

Gameplay (40/45)

- + Simple controls
- + Multiple inputs per action, reconfigurable
- + Challenging level design, yet not in a manner that feels unfair; it even helps you out sometimes when you didn't quite get that jump in certain situations, you can see the character ever so slightly 'snap' to an object
- + Includes tutorial level (adapts to control scheme)
- + Great flow in level design, it's quite rewarding when it 'just works out'
- + 'Just one more' feeling keeps you going
- + Nice references and 'throwback' moments (2-5 \Leftrightarrow DKC's 'Mine Cart Madness')
- The auto-run (or auto-walk with hardcore control scheme) is a design choice and thus cannot be a negative aspect per sé, but it's certainly not my personal preference when it comes to platforming (Recently, more titles in this style popped up, see Super Mario Run for example). So basically every level feels like an auto-scroller and I would have preferred to know beforehand without doing some research.
- It is at most a 3-button game, if you want to perfect your skills however, it becomes a single button game (therefore very well suited for the iOS port)
- Worlds don't feel entirely unique, e.g. world 3 introduces the ice blocks and it's mechanics in 3-5 and for that level only.

Sound (15/20)

- + Good music, fitting tunes for the worlds
- Mix sometimes unbalanced, music is too loud
- Some sound effects seem too harsh/ out of place, e.g. interactions with water (be it fish jumping out or the player character bouncing off) sound more like explosions or the fish breaking through a brick wall; I would have expected a softer sound, more akin to the white noise used for the balloons.

Graphics (18/25)

- + Nice 8-bit style sprites, definitely retro-looking
- + Various enemy types, recurring and world specific
 - Includes obligatory parallax scrolling background
 - Bright, popping colors; more muted might seem more retro and avoids stark contrasts but it is a modern title after all and a valid styling choice
 - Screen filter modes would have been a nice feature, e.g. scan lines etc. especially for use in TV mode
- Not as varied as I'd hoped: 1&3 and 2&4 are mostly differently colored variants of the same basic sprites. Also, what's with the palm trees and monkeys in worlds 3&4? Seems odd.

Notes & General (7/10)

- + Good value
- + Great handheld experience
- + Very satisfying use of the rumble feature
- + Includes more challenges beyond just completing the levels
 - Game finished in about 3:30h of playtime
 - Doesn't strain system very much; No fan noise at any time, drained ~66% of the battery from a full charge, over ~5:30h that the console was on and had the game running (wasn't switched off/ standby for breaks, all handheld use with Joy Cons attached, ~55% screen brightness, auto-brightness off ~60% speaker volume)
 - Could have included some form of character customization
- Is available on iOS devices, but touch controls not included on Switch port
- Lack of volume adjustment, music and SFX can be turned on or off, but not simply lowered in volume

I received this game for free as part of the #IndieSelect initiative by @IndieGamerChick.