B.U.T.T.O.N. Review

 BUTTON is a 1 - 4 player party video game by the Copenhagen Game Collective.

Gameplay:
Gameplay is carried out in successive rounds that require the player to back away from the screen at a given amount of steps, given a constraint, and then race towards their controller and complete a task while obeying the constraint and physically obstructing other players from completing the task.

Controls:
Although gameplay is very fun and fast-paced, I feel that the set up is flawed. Most of the competition is repetitive, and those who are physically strong usually win. The game tries to level this by placing restraints on certain players, however, this usually doesn't help. At IndieCadie, instead of having controllers (pictured above) there was a large physical button. This is problematic because it removes the ability to knock another player's controller off the stage strategically. I would've preferred xbox controllers.

Visuals:
The game takes on an 8-bit look which is a nod to the simplicity of the game. Simple and well-executed graphics for a simple game. They are unobtrusive, however, I believe that the diction of the instructions can be misleading. For example, when it says "set down the controller" on the screen but the controllers are buttons on a wooden plank or when it instructs the "hottest" player to crouch down, it's very confusing and slow gameplay. The instructions for a fast-paced game like this needs to be more concise.

Music:
I really enjoyed the music, authentic 8-bit music to match the visuals. They were cohesive with the flow of the gameplay and had matching sound effects. The game had a few tracks during gameplay but didn't seem too repetitive because the rounds don't last very long.
BUTTON is a great party game, but I'm saddened it doesn't have a more engaging one player mode. It is also a slightly unfair game that uses cheating as a main element in game play and disguises it as "strategy". Also, there isn't enough variation in gameplay, if you play too many rounds with the same people, it's a boring game.