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## About This Game

I, Hope is a beautiful coming of age adventure story about a young girl named Hope, whose town has been taken over by Cancer. The game is engaging for all, yet for survivors and children who are currently battling cancer, the game is empowering. The developer has truly set out to make a game that kids can play while receiving cancer treatments; something to distract them, but at the same time, put them back in control of their battle. In addition to this being a great game, the developer is donating all their proceeds from the game to Game Changer Charity, a wonderful non-profit organization whose mission is to spread hope and love to children staying in hospitals.

When we think of video games, our minds go to epic battles, fantasy worlds, crazy races and mind-boggling adventures. For Kenny Roy, creating a game is about hitting the perfect balance between pure amusement and lifting spirits.

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Title: I, Hope  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Kenny Roy  
Publisher:  
++Good Games, GameChanger Charity  
Release Date: 21 Feb, 2018

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**Minimum:**

**OS:** Microsoft Windows 8

**Processor:** 3 GHz Dual Core

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce 780

**DirectX:** Version 11

**Storage:** 2 GB available space

English







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What a interesting and yet wonderful tale to help encourage children who are playing it. The game play reminds me of Legend of Zelda for the N64. It's not hard for a adult to figure out the puzzles..or do the platform sections..but this game was geared to children and the story has deep meaning as you go through each level and world. Gives you a understanding that it's meant to teach about fighting and what they must go through in each day. Learn about Cancer. Gain strength to fight Cancer. Courage to keep going. And of course support to help you through those sections where you can't reach. A wonderful idea and very well done. And all the profits go to a great cause. My hats off to you.. I heard about this game from SidAlpha on the diamond devs list and i knew i had to get it as soon as possible didnt play much of it as my reason for buying this game was purely to support the cause. howeevr, in my brief time in this game i did love the play style and the beautiful enviroments  
HIGHLY RECOMMENDED (EVEN MORE SO FOR PPL WITH CHILDREN...can be a great way to teach). Game play not bad not good .No way of tuning music off gets annoying. This game is every bit as amazing and kind and awesome and beautiful as the people who made it. I wrote about "I, Hope" on DT, Kenny. Great job. Yes I know I have 5 mins in game on Steam, I have played a lot of builds of this and can only cry so much.

<https://thedefaulttester.blogspot.com/>. Graphics are great, music is calming and the entire idea behind it is adorable. Game play is short and sweet, which is perfect for this game. Highly recommond this title!. It's short. The combat is easy. It's cliché to the point you can see where its going right off the bat. It has great music, cool puzzles and a good message. Highly recommended for a short, sweet playthrough.. A fantastic indie game, not without some faults of course. Overall a pretty enjoyable experience for \$10 dollars.. I quite enjoyed this little experience.

The aesthetic is warm and inviting, the mechanics have a delightful resonance with the target audience (try and tell me the Knowledge scan isn't an MRI), and despite the un-subtle presentation of the dialogue, the game still manages to present subtle metaphor elsewhere for those who can read it.

The gameplay itself could use a few UX tweaks - targeting lock on, drop-blob for platforming, greater y axis camera range, automatic Weapon pick up - but what the game does present is clean, easily learned, and applicable on a player to player basis.

The puzzling difficulty actually ramps up to a moderate level and requires a decent amount of spatial awareness, motor control, and cognitive thinking in the later stages. While the game is short, it is also well suited to short (and potentially interrupted) play sessions.

This game is by no means epic in scope or scale, but it is very much epic in heart. If you want a game to fit in between daily frustrations, or to step back from more trying game titles, give I, Hope a go.

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First of all. The Charity and their mission behind this game is very heartfelt. Secondly. The Puzzles and story in this game are done very well. There is a little bit of a wonky camera follow issue on some areas but its not enough to take away from the experience. The story surrounding the game is a very interesting and heartfelt way to adress a serious issue such as cancer in a game setting. It was a very fun and fast game to play. The wholesome and empowering feeling you get when you play this quick 3-4 hour game is designed into the game play. The music is great! the graphics are decent. all in all I really enjoyed this game! 9/10. I hope this neet game gets some traction to sell like nuts.. This game is one of the most intersting games I have ever played.

Hope

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