

Homescapes



Game Summary – First Impressions

Homescapes is the story of Austin the butler who decides to go home and visit with his elderly parents. His parents' home is a sprawling mansion that has fallen into disrepair. Since Austin's parents are no longer able to take care of the home, it is in a terrible condition and needs to be fixed. When Austin arrives he is horrified to find that his parents' house is in such a state. He begins to fix the house almost immediately. His parents inform him though that they do not plan on keeping the house, but they will soon sell the house. This horrifies Austin who vows to fix the house, so they will not have to sell the house.

The player is cast as Austin's friend who has accompanied him to his parents' home. The player needs to help Austin fix the house by playing small puzzle-like games, to earn stars that can be redeemed to complete home repair projects. The player will get to customize some of the repairs, so the final look of the mansion will be determined by the player's choices.

As the game progresses different areas of the mansion will be unlocked, and Austin and the player can conduct various repairs. Additional characters will be met as the game progresses, and there is a social media component where the player can get updates on Austin's friends even when they are not present in the game.

Gameplay

The gameplay is very interesting and is more like a story that the players have to progress through by playing short games and other brain teasers. The writing and plot are well constructed for this type of game, and you may find yourself enjoying helping Austin as he repairs his family mansion and meets other interesting characters.

The repairs are done by earning stars from playing short little games and puzzles. The majority of puzzles are candy crush like matching games. After you complete a certain puzzle you earn stars. The other types of puzzles are different animated puzzles where Austin must solve a scenario where he is presented with a series of choices. Those scenario games give stars too. Earning stars are the key to the game, as they are what is needed to complete repairs.

The mansion repairs are presented in interesting ways that fit into a larger story. For instance, the floors in the first room need to be repaired, and they have missing boards and holes. Austin's dad does not think there is anything wrong with the floor. To prove this he jumps up and down, and in the process breaks the floor making another hole. Austin's point is proved, and his parents agree to let him fix the floor. ## Final Thoughts

This game will provide hours of enjoyment, and you will quickly get caught up in wanting to help

Austin fix his parents' mansion. The danger of his parents selling his childhood home hangs over the whole game, and you and Austin will be on a mission to save the home. The different characters that you will meet, are unique, interesting, and engaging.

There are daily bonuses for logging in every day. It is a very unique combination of a story-driven game with a matching and puzzle game. For younger players there is are hints that will help them complete the puzzles and matching games, but the hints can be shut off in the settings. Even in between earning stars, meeting friends, and making repairs just watching Austin and others walk around the house and the neighborhood can be interesting.

Advantages / Disadvantages

- This is a fun game that combines the best of matching and puzzle games with a story-driven game.
- The animation and writing is fun and engaging.
- Austin is a likable game character and it is fun to play along with him.
- Earning stars can be a slow process.
- Some of the scenario puzzles are not as fun as the matching games.