Course Instructor Feedback for Human Harvester

- Cool concept
- Nice breakdown into formal and dramatic elements
- The gameplay seems to be hide-and-seek together with collection in order to avoid dying
- I had trouble imagining how the snaking and hiding dynamic will work in a multiplayer game
- Would most players stay invisible the entire game? How will you balance hiding and sneaking while still making it fun and exciting?

- how would you know when a player notices a ghost that is sneaking
towards it? Does the player need to turn and face the sneaky ghost, or
is there some button that needs
to be pressed? Why is it that the controller would start to rumble
when two ghosts are close to each other? If a button had to be pressed
for a sidestep, wouldn't
you press it as soon as the controller did that? How come ghosts
ghosts are invisible to each other even when in the light of
one-another? What advantages/challenges would
this choice offer?

- interesting back story

- what is going to keep this game from becoming repetitive? Are there going to be different levels, or side goals to the game?

- think about the "fun chart" from the slides, what's going to keep this game increasingly challenging?

Game Designer Feedback for Human Harvester

superficial - rename objectives = etc to 'goal' or something simple.

Good and simple description though.

really likes the mechanics. In my mind the key thing will be making the
ghost v ghost combat part work. I like the idea that it is solely based on
how you sneak up to another one and that there won't simply be prolonged
all-out-combat moments where two players hack at each other. So.. when
that's done make him invulnerable for a while while stopping you from being
able to attack again for a little bit? possibly also give the attacked
player a burst of speed to escape?

probably will find that an additional gameplay 'twist' is needed to make
sneaking on other players more of a skill. (like moving too fast making you
detectable for example)

Have a look at "helsing's fire" - game is a bit crap but nice visuals and
'light casting' mechanic.

AI is complicated - implement simple avoidance and move on.

* Cool concept with a fun backstory - it's always good to play the villain.
:)
* It has the making of a fun multiplayer game, but the devil will be in the details. It's possibly overcomplicated as a starting point - that's a lot of work to do before you can get into game balancing and additional mechanics will exponentially increase the difficulty of this task.
* One idea to take or leave. Rather than creating a combat system for the ghosts you could make them vulnerable to attack for a short period when harvesting a soul. This simplifies the game and adds a risk and reward mechanic to harvesting.
* Getting the balance right with a stealth mechanic can be very time consuming. You should expect to allow plenty of time for iteration and tweaking.
* It would be interesting to think about the first 10 minutes of the game. How will you teach players what they need to know in order to make the game fun?