

# Comments on Presentations

Matthias Bühlmann

## Gravity Bound

- **favourite:** The cubic arena idea
- **last favourite:** It's a pity that you don't plan to use the rotation of the arena as a strategic element.. I can think of several cases where it would be quite cool to have to rotate the arena in a special sequences to reach special spots or to accomplish certain tasks.
- **Suggestions:** why not adding some stratetical elements to the gameplay? The rotation of the arena offers great puzzle-element opportunities... Also – since your blob consists of oil – it would be cool if you could collect different kinds of oils and the right mixture would give you special abilities, while bad mixtures will weaken you – what about that? Maybe consider having a look at the game „The legend of Zelda – Twilight princess“. In this game, there is an enemy which is quite similar to your blob. It's also some kind of wobbly worm that can be split up in smaller wobbly worms and can mix with other wobbly worms. Maybe it will be some inspiration for you..

## Parasite Paradise

- **favourite:** The style of the bugs! I love those silly eyes :) I also like the idea of having an interactive play-field.
- **Last favourite:** In my opinion, it will be extremely difficult to make this game fun, since the gameplay itself highly relies on techniques which will provoke a lot of problems.. I also worry – in regard to the difficult gameplay topic – that the gameplay isn't yet defined very well (at least at the presentation I got this impression). Things like scale (if the hairs are high as a forest, the playfield will be HUGE – and things like gaps to jump over, between - let's say - hip and hand, will also be very very big.. ), camera perspective, fighting system and especially the controlling of the character don't seem to be thought-out well yet!! (how do you control the jump when you hang headfirst on a part of the giant.. how can you control your movement direction with the pad and how will the camera react on this)
- **Suggestions:** Plan your gameplay more detailed. You seem to have a very talented artist – create sketches from the exact ingame camera view and plan upon this how to control the character, how to fight, how to control jumps and so on because this will be crucial for the (gameplay-) success of this game. Also – It's quite easy to create a lowpoly game character that moves and so on – and looks completely stupid. Creating a cool looking character with nice movements is quite difficult and IMO not based on knowledge but artistical skills and experience. So – if you don't already have a teammember which is skilled in 3D modeling and animation, your artist should start to train this skills as early as possible because it would be really cool if you'd be able to port your great bug-style to 3D!

be

## Titons equilibrium

- **favourite:** The idea of entering lifeless objects and gain special abilities that are inherent in these objects. The physics engine in chuckbox looks great – if it integrates well into your gameplay, it will be really cool!
- **Last favourite:** The Lack of clearly defined gamerule - Gameplay seems to be quite fuzzy. Firstperson view.
- **Suggestions:** I'd prefer to play it in 3<sup>rd</sup> person. You seem to have a great physics engine – would be cool to be able to use it from a strategic position rather than just throwing around bricks... Can't say more – i'm sure the result will be cool anyway..

## Speed Thugs

- **favourite:** The concept of the game. It's neither innovative nor unique – but who cares? This kind of game is really fun to play, cause it's fast and cause there's a lot of action. I really like playing such games – even if they're all more or less the same thing...
- **Last favourite:** You plan to forgo the visual effects – but such games really live on impressive explosions, flashes and light trails. Cellshading doesn't inhibit to create appealing light effects ->  
<http://media.insidegamer.nl/screenshots/public/102/2497.jpg>  
[http://img26.photobucket.com/albums/v79/JOE136/Windwaker\\_3.jpg](http://img26.photobucket.com/albums/v79/JOE136/Windwaker_3.jpg)  
It would be a pity if your game would lack effects at all, cause they are IMO really part of this genre...
- **Suggestions:** Make it fast (really fast) and make it look cool – don't waste too much time on trying to make it unique...

## S.P.H.E.R.E.S

- **favourite:** The pinballbumpers and the other elements of the arena.
- **Last favourite:** Only two spheres in one big arena – hopefully you won't play on your own most of the time...
- **Suggestions:** I really like those pinballbumpers and in general would really like to see the whole level design based on a pinball game with plungers, rails, flippers and so on. It would be really cool to get the feeling of being inside such a pinball machine – you also could use pinball-machine-like sound effects...  
[http://www.scheichxodox.de/inhalt/opensource/future\\_pinball3.jpg](http://www.scheichxodox.de/inhalt/opensource/future_pinball3.jpg)

## TBD

- **favourite:** The cooperative mode
- **Last favourite:** The carriage thing – This is a shoot'em up – carry something around is IMO a little bit a boring concept..
- **Suggestions:** I like the idea of being able to shield the other fighter from certain attacks. You really should play 'Ikaruga' – it also features two different kinds of shields and is really cool to play with a friend. Also – consider playing LylatWars.. Although it's in 3D it's got a feature that could be interesting for you. Every level had a (unique) task to accomplish – if you managed to fulfill this (by killing huge enemies or fly through difficult parts of the level) you got new orders and could access another route...