

Assignment 3

Brief critiques of the game projects

By Benjamin Berger

Gravity Bound

- My favourite: The feature of turning the cube around and so changing the battlefield
- Last favourite: Maybe it will be hard to keep the overview of the game's state, it's no more like in "Bubble Bobble" where one can see the whole map at once.
- One change: Maybe somehow move the gravity manipulation (turning the cube) more into the center of the gameplay (why one should do that now?)

Parasite Paradise

- My favourite: The dynamic, moving level (BTW: nice concept arts ;-)
- Last favourite: Disappointing when falling down, because jumping is maybe too hard to control and orientation is hard on the complicated, dynamic moving level (i.e. "Where is "downwards?" when moving the camera as the level moves)
- One change: Integrate the level movements more as the central part of the game play, so it will more affect the different actions a player must execute when the level is moving.

Speed Thugs

- My favourite: Alternate routes in race tracks
- Last favourite: Very well known concept (doesn't differ that much from other games in the same genre)
- One change: Include some special ability the vehicles of the players can do, like for example changing/manipulating dynamically the track or maybe a transform-feature so the car can turn into another kind of a car or "thing".

Titor's Equilibrium

- My favourite: Very creative gameplay concept!
- Last favourite: Maybe it will be hard to recognize the goal of the game and this may be especially disappointing in Multiplayer when one loses and doesn't know exactly why.
- One change: Visualize somehow the player's character (yourself) in the camera's view (3rd person view), so one will better notice what piece hit and maybe hurt ourselves. (because there are so many objects in the scene that bounce around and in first person view it will be harder to notice which one "hit the screen" than "hit the character" in third person view)

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

- My favourite: Interesting and funny looking map (half pipe, pinball... almost like "Tony Hawk" with balls, cool!)
- Last favourite: Maybe one will not meet the other player so many times, so it will get boring because it's more like a single player game.
- One change: Change the game mode to "one attack, the other defend, then switch" (like search&destroy), so that one has to hunt the other and not just wait at the coin area until the coin respawns somewhere. (The idea of spawning the coin randomly sounds good, maybe sometimes disappointing because it's always nearer to one player than to the other and that is a bit unfair... spawn it between them, at the exact position between the two players, so it will produce more direct meetings, maybe)

T.B.D.

- My favourite: Different objectives and abilities for the team members
- Last favourite: Goals could get boring if one plays the maps over and over again because the enemies will act always the same, anytime you play so you already know what awaits you.
- One change: Enforce the idea of the dynamically generated levels, based on some objective-blocks or maybe add a level editor to create new levels and then try together to solve the prepared battle, or one player builds the map and the other tries to solve the goals and vice-versa.