

## Mutual Project Critiques

### Battle Balls

- I really like that you have the overview of the entire map. I also like that the bonus items can be found when destroying buildings (unlike the standard drop-way of doing it). There will be a lot of action on a map if more than two players battle each other
- Not much to say here. The only thing that kind of bugs me is that the main character is „just“ a ball. The game would get a lot of speed and unexpected turns, if the player has more control over the movement.
- I would take special care that players don't always end up in the same corner of the map battling each other. „Some“ drops on the open field might help

### Parasite Paradise

- I love these main characters. You end up the ones you usually don't like.
- I find it enormously hard to produce a game using this rules that is fun AND can be created in our time-constraints. There are a lot of elements play a central role. I find the project very ambitious. But very cool if successful
- Falling down when jumping is annoying, especially when you have to start from scratch. Most bugs have wings of some sort – may be you could make them float down just a little bit, so they have to re-climb parts, but not all of the level

### Speed Thugs

- These kinds of games are always fun to play – as long as speed (really – lots of speed) plays the central role
- There is not much that differentiates the game from the 'originals'
- May be put yourself in a space-like environment, where you can have many gravity fields and changing gravity for longer time (or may be no gravity at all at some places)

### Titor's Equilibrium

- I like the way you use physics to achieve your goal. Since you already have a working rigid-body simulator, you can really concentrate on making the game fun
- I would love to have more ways to die instead of just reaching Energy 0
- If one player sends a gravity beam onto the other player, but the other does the same, the beams should collide (with fancy graphics effects of course ;) )

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

- Cool mixture between pinball and first-person game
- The catapults are a really cool thing, but in first person mode, they will confuse a lot
- May be you could fix the above with a camera that slowly catches up

### TBD

- Cooperative mode! Cooperation is one of the most underrated elements in computer games
- Only Cooperative mode! If I'm alone usually, I can't play it and as soon a friend is here, I'll play something I know how to play and is fun – so in the end I just won't play it.
- Create an AI that in some way helps you or create a single player mode with levels that are doable with one player alone