

# Mutual Project Critiques by Basil Fierz

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## Battle Balls

### *My favorite*

The controllable EMP of the ghost mode seems to me like nice degree of freedom. “Dead” players won’t get bored. Generally the huge amount of special items bring gaming possibilities.

### *The thing I worry about*

Gameplay will have to show it, but I fear that the game level could be destroyed to fast, leaving only a blank square left. I would keep some buildings or other impassable objects fixed for the whole level.

### *The suggestion*

Perhaps you could include some more sophisticated goals than pushing the others over the edge. Make a corporate mode, where the play against each other, or can protect each other somehow. Also some “capture the flag” like game mode would be cool.

## Parasite Paradise

### *My favorite*

I love the concept of “Shadow of the colossus”. Jumping around on a moving level is a lot of fun. It’s more challenging than just walking on the ground and beating enemies.

### *The thing I worry about*

Fighting enemies on the moving “level” makes it hard to concentrate on either thing. Taking care of what you fight against and doing correct jumps. At least for me, I favor less distraction while pursuing my target.

### *The suggestion*

Perhaps you could change the level movement to slow motion while fighting an enemy.

## Speed Thugs

### *My favorite*

Having multiple paths to complete a game seems challenging for me as a player. It’s possible to try out different ways and try finding the fastest way.

### *The thing I worry about*

I like the idea of having hovercrafts, but as far as I can see you don’t seem to make much use of them. They behave more or less like cars.

### *The suggestion*

Why not change the definition of a hover craft. A hover craft always stays a certain distance above a floor. This would make it possible to drive in tubes and overtake opponent vehicles over their head. Also more hover crafts physics would be great. Like sliding or driving sideways.

## **Titor's Equilibrium**

### *My favorite*

The game has some similarities with CellFactor, which I like really. Having powers to manipulate the world is way cool and make a lot of fun. The fully manipulative world is the way to go.

Ok. So much for that, I don't really see anything that wouldn't be any fun.

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

### *My favorite*

A first person pinball game is a nice idea. From the nature of spheres it's also some sort of racing game, which is a nice combination.

### *The thing I worry about*

With only two players the level seems a bit empty, which would probably make me feel a bit alone.

### *The suggestion*

When the other player has the coin it would be fun, if there would be a possibility to steal it from your opponent. This could be done by staying a certain amount of time within some radius near the sphere with the flag.

## **T.B.D**

### *My favorite*

Solving problems/missions with the help of your comrades is an important feature for me, because is somewhat social. It's cool that both players have control over different strengths. They have to help each other.

### *The thing I worry about*

The game seems to be two players only, but what happens if I am alone? Also a scrolling landscape can be annoying if the players don't play with the same speed.

### *The suggestion*

Make a version that's playable by a single player.