Mutual Project Critiques

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1. Battle Balls

Favourite Aspect of the game:
Physics. Being from a more nature-science oriented course of studies, I do enjoy the thought of physically correct behaviour of the balls, and the demolition of the buildings. However, I am pretty unsure as to whether it will be possible to get the buildings to demolish correctly, since that seems like a hard task for both programming and simulation in real-time. However, I think that you should be sure to make the balls behave "correctly" in a sense that one does not see that something is "wrong".
Plus, I like the ion cannon :P.

Least favourite aspect:
The game, at least if I look at the presentation, seems to rely heavily on graphics. The graphics in the presentation looked pretty awesome, however, I think that it will be hard to get this kind of graphics in real-time. Not because the XBox is too slow, but because it would require too much time to program. I think that for a game developed in a class like this, one should be sure that graphics is not one of the major "selling points", because you will never be able to achieve graphics like the professional game programmers.

One thing that could make the game better:
Concentrate on physics and realistic gameplay before starting to care too much about graphics.

2. Gravity bound

(our own game)

3. Parasite Paradise

Favourite aspect:
I do enjoy the idea of a "living" level. Not only acting on you environment, but actually being "acted on" by it is a great idea.

Least favourite aspect:
I do not really like the idea of fighting an end boss. Somehow the levels seem to have not too much to do with what you actually do on them, so the link between the level and the objective of the game seems to weak to me. Then again, maybe I did not understand everything correctly....

One thing that could make the game better:
Make the level act not only, but also on yourself. However, pure trigger-controlled levels get boring rather fast. Make the level move at random as well.

4. Speed thugs

Favourite aspect:
I like the idea of alternate paths which you can take instead of the main paths, at least if both paths make "sense". Often, one path is just faster and thus better.

Least favourite aspect:
The game is way too close to lots of commercial racing games. You will not be able to be better than them, so why do you make a game that close to ones that you can actually buy?

One thing that could impove the game most:
Implement something that really deliniates your game from commercial games. Make something that is really different, and not only in terms of levels or roadway arrangement. Something about controls or special features of your cars perhaps. Give them maybe stealth ability for a couple of seconds, and if in stealth mode, you can pass through enemies. And something weird happens if you go out of stealth mode while over an enemy. Something along those lines....

5. Titor's Equilibrium

Favourite aspect:
You can enter blocks and gain their powers. This is more than just a great idea :). You do not have powers yourself, but you only aquire them and they are exclusive.

Least favourite aspect:
The goals of the different game modes are not very well-defined yet. Right now, it looks a little bit like a show-off game for the ChuckBox engine. This will not be enough. You did really enjoy ChuckBox. This is, I guess, partly because you developed it yourself and have more insight. I played it as well, it was fun, but not for hours. There has to be more...

One thing to make the game better:
Make the blocks like this "Schere-Stein-Papier" principle (I do not know what this is called in english). While the red block is "better" than the green, the green will beat the blue and the blue will beat the red. Like it is in some strategy games (Starcraft: Zerg > Protoss > Terran > Zerg > ..., Zerglings beat tanks, Firebats beat Zerglings, ...). Be sure to force players to change their powers during the game.

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

Favourite aspect:
Speed. For games like this, I like it if you do not have to think too much. Sometimes it is just fun to have a game that doesnt make you think hard. I like it arcade-style :).

Least favourite aspect:
I think that it will be hard to get players to access the more remote parts of the level. While there are maybe good power-ups, the other player can stay in the coin drop area all that time. Don't know if that will be good in 2-player mode. If it was four players, it probably would be better cause the other players would keep themselves occupied. Generally, I think that this game would be more fun with more than two players.

One thing that could improve the game most:
Use a isometric or top-down view camera. I think that overview is important in a game like this, and that a third-person camera, while maybe getting the speed across better, will result in you getting confused. Also, a top-down camera is easier to program ;). And I think that you can get the speed across with this kind of camera as well - and you are able to use higher speeds, cause you get less confused. All in all, makes the game faster and better.

7. T.B.D.

Favourite aspect:
YAY, cooperative play :). Non-shooting missions (carry cargo). Exclusive weapon systems where only one can have the fat missiles. But you are cooperative. I like it ;).

Least favourite aspect:
The "special weapon" with the bar on top.... can you release them anytime you want? Then it is good (make it be stronger if the bar is more full). If not, it is ... well. Once you can release the weapon, it will be easy from there on. Seems to me a little pointless (once you can release the weapon, you have won). If done properly, the feature can be good, though.

One thing that can make the game better:
Forget about single player. It will only half as much fun anyways, and the main strengths of the game will be gone. And it takes away development time that you could well use for multiplayer.