Questions

1. What is your favourite aspect of the proposed game?
2. What is your least favourite aspect?
3. What one change or addition would you suggest to most improve the game?

Group 1 – Battle Ball

1. I think it will be a great game because it's basically a multiplayer game. Playing against each other is always big fun on a console.
2. If a player is out he can only cause destruction in the game area. He can influence the game in a different way now.
3. I would bring the player back to the game immediately. Like this you are always part of the game, from the beginning till the end.

Group 2 – gravity bound

1. I most like the concept of throwing yourself away. This leads you to have a certain strategy, no just shooting around as long as anybody is alive.
2. I am a little bit skeptic about the 'changing the gravity orientation' feature. If this is not well tuned, it could lead into too much confusion of the players.
3. Make gravity visible somehow and do not turn gravity to often.

Group 4 – speed thugs

1. I like to have power-ups in such games. This can always give a game a special touch.
2. Since there are hundreds of racing games out there, it is may be hard to make a new one that is special.
3. Think about something extra that makes the game more special. I would add some very special power-ups. For example make the player swap their cars…

Group5 – titor's equilibrium

1. Connecting Items is my favorite in that game. It's very unique and gives a lot of flexibility to the player.
2. The story is missing a bit so far. You said you will come up with several of them.
3. Focusing on one story would make the game more fun I guess.

Group 6 – spheres

1. Very interesting game idea. Taking balls instead of cars is a cool idea for a game.

2. If you only make a splitscreen the player could miss each other all the time and play for their own.
3. I would make a small overview map and some power-ups. This would make it more attractive for player to search each other to battle – not only at the coin region.

Group 7 – tbd

1. I like the cooperative game mode. It will be fun to blame your co-player because he missed the power-up package ;)
2. Random level generation could be nice in the beginning but can be boring after some time.
3. Use random level generation, but combine it with some sort of story. This makes the game more special. Try to focus on cooperation as much as possible.