

Assignment 3 – Critiques

Battle Balls

Favorite:

Nice looking mock-ups.

Least favorite:

Be careful with building, because they could occlude balls and/or traps and can therefore lead to frustrating game behavior.

Suggestion

Make buildings transparent if a ball is behind and take care to the camera view so that every player see everything needed.

Gravity Bound

Favorite:

The 3d cube idea is cool. Changing the gravity direction can be really cool.

Least favorite:

The main challenge will probably be the camera movement. Make sure that the player is not disoriented while gaming.

Suggestion

Why restricting it to a cube, make a complete 3d/rotatable level out of it, this can be even more fun. Make triggers to change gravity and include some puzzles, e.g. collect some items. See “Marble” on Xbox 360 Arcade as an example.

Parasite Paradise

Favorite:

The overall concept is cool. I’m looking forward the play testing it.

Least favorite:

Make sure that the louse does not fall too often. This could be frustrating. Checkpoints could do the trick.

Suggestion

I do not see how exactly how it will look and feel at the end and some part could be tricky to implement. Do not lose yourself into details and apply the KISS (Keep it simple and easy) method.

Titers equilibrium

Favorite:

Cool physic demonstration.

Least favorite:

What is the goal of the game? Don not lose yourself and make a physic engine demo. Some clear goals should be defined, e.g.: “Defend base from attacks”, “crush an object”, ...

Suggestion

Entering objects as ghost and get special abilities sound cool. Make a clear interface and make sure that the player has a explicit goal.

Speed Thugs

Best game ever ☺

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

Favorite:

A game like pinball is fun and the level looks cool. The level is big and contains lots of possibilities and potential.

Least favorite:

Even if the level is big and has plenty of room, there is a change that the two players will never met or that there is only little interaction between them. Make sure that the player does not get bored.

Suggestion

Get some other game types in it, like “Capture the flag”, “Time Trial”, etc to make some variety into the game.

TBD

Favorite:

Cooperation between the two players with different abilities.

Least favorite:

Is a 2d horizontal scroller still up to date, I do not know.

Suggestion

Give the game an appealing look and feel and spend some time on the enemy. Dynamic enemy responds to the players attacks would be great.