

## **BattleBalls**

### **Favorite**

The amount and the style of the special features. They look good, they are versatile and they guarantee variety.

### **Least favorite**

Make sure that there is interaction between the players pretty soon. Otherwise make sure that the destroying of the buildings is fun, too.

### **Change**

Maybe changing the position of the camera is not enough to guarantee a good view for all players. You might think of making occluding objects transparent.

## **Gravity Bound**

### **Favorite**

Simple, arcade game ported to 3D.

### **Least favorite**

The favorite aspect is as well the aspect where I see potential problems. Camera movement might be tricky since it might be hard to always guarantee a good view of the scene and make sure the player is not disoriented.

### **Change**

Ballistic shots depending on the viewing direction might make aiming too hard. Maybe you could include cross hairs and adapt the controller scheme to the scheme well known from 3D shooter games (one analog stick for movement, one for aiming/looking).

## **Parasite Paradise**

### **Favorite**

The idea of a moving level. Interactive environments are exciting.

### **Least favorite**

It could be very hard to realize the ideas, technically as well as gameplay wise. I think for this game it is important that the characters look good and that they are well animated. It's difficult to make the interaction between the player and the "monster" look natural and good. The game may also be fun if that is not the case, but I think it really lessens the experience of having a living, organic level.

### **Change**

Make sure that the louse doesn't fall off too easily or include checkpoints since restarting a level over and over again might be frustrating. You may also give the user a last chance to stop the louse from falling down by introducing some kind of "quicktime events", or even include such events in general (like in Resident Evil 4 or the Shenmue games).

## **Titor's Equilibrium**

### **Favorite**

The physics engine you showed us in the presentation looks very nice. Destroying and moving things is fun (Jedi power...).

### **Least favorite**

Make sure the game is not reduced to a physics engine demo and include well thought-out game modes. But since you have a person taking care of the game modes I guess this won't be a problem in the end.

### **Change**

Maybe you want to put a bit more focus on sound. Including crushing sound effects using a lot of low frequencies could enhance the experience when using "Jedi powers".

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

### **Favorite**

The game idea is simple and I think it will be a lot of fun (also thanks to the progress bar and the kickers).

### **Least favorite**

It might be that the players only focus on the coin location and forget about the rest of the course. That would be a pity.

### **Change**

I like the idea of transforming the ball into an egg. Maybe you want to include more transformations.

## **T.B.D**

### **Favorite**

The use of "level tiles" seems to be a good idea since creating levels by hand is quite time consuming. With a random level generation you can achieve good variety.

### **Least favorite**

Hopefully the use of tiles won't be too restrictive. Creating levels by hand allows you to think about an overall level concept and gives you more freedom.

### **Change**

I always liked boss fights. Make them big, make them surprising.