

Mutual Project Critiques by Jackey Lui

Battle Balls

1. My favorite aspect has to be the element that players can always participate in the game, even after they have died. Since this is a party game, constant participation is the key for players to keep playing.

2. Since all players start fairly, they should be destroying buildings and gain mass at the same rate at the early times of the game. Therefore the real skill to win will be how good one can use powerups, which in some sense implies the importance of luck which might cause some players to be unhappy. Because powerups contribute so much in the game balance, when players get familiar with the game it might be nearly an instant win when one gets certain powerup, or the game turns out to be hard to come up with a winner. Some other things which may affect gameplay quality will be the hyperspace powerup, as it interrupts the game flow.

In general I don't really like the fact of introducing too much luck dependent factors, as well as badly balanced games.

3. One suggestion I can make is to set a time limit of a game. As time is nearly up you can shrink the arena to push for a winner, just like bomberman. Team battle can also be a good mode for players. My suggestion to solve the hyperspace potential problem will be limiting the probability in which it appears, and to add some triggering delay effect as a buffer to prevent the game coming to an abrupt stop.

Gravity Bound

1. One of my favorite aspects of the game is that this game is suitable for female players. Girls tends to be not interested in many games offered in the market.

2. I personally think the core game system is pretty much the same as Bubble Bobble, instead with additional constraints and several new features, especially the gravity change feature. It is expensive to implement but may not be worthy, as sudden changes in gravity is interesting, but not addicting.

3. One thing I would suggest is to add cute and funny graphics (e.g. Maple Story, Bomberman World). This does attract female players. Another thing I would treat as a warning is about the game speed. Blobs give people (or at least me) a slow moving feeling. A speed like Bubble Bobble will be too fast as a 3D

game usually requires more time to react and turn. It can't be too slow as well though.

Parasite Paradise

1. I like the original idea of using a big creature as a level, as the "level grounds" are really moving.
2. One thing I might feel uncontented will be the way of defeating enemies. Should make up more ways of defeating enemies.
3. Improvements will be trying to make a smooth motion, more attack varieties like secreting liquids to immobilize enemies, throw enemies down the creature, etc. Also, "Shadow of the Colossus" has grand scenes as an eye candy. Somehow this game should zoom out to let players see the whole creature, either in the intro or during cutscenes. One warning is about the world scale. Since one of your group members said he wants hairs to look like a forest. If so, the world will be too big for a player to explore. Somehow the game should provide implicit paths for a player to follow instead of letting the hero run around the level.

Speed Thugs

1. I like the fact of making a fair play AI. Most of these games are not made fair. Either the player is faster in general, or the enemies are sharpshooters and they go faster when got bumped.
2. Although the game focuses on original tracks and cars, I still do not think this game has any great features to make it stand out. If original tracks, equipment and vehicles work out, game producers will be making expansion sets for these games.
3. One feature I suggest is to make crashing a weapon too. i.e. Some parts of a vehicle is extremely hard that using that part to bump onto the others deals damage. Some warnings will be: Racing and shooting at the same time can be hard, so an intuitive control is a must. Also specify how the track borders will react. Creative track borders may become a game feature too (e.g. bouncing borders which behaves like a pinball game).

Titor's Equilibrium

1. I like the game idea of PvP by throwing objects at the others like splashes.

Few games have this as a main feature.

2. I personally do not quite understand the gaming system. It seems that currently there are bugs in the gameplay which seriously affect game balance. Since players have "Jedi powers" to throw objects at each other, then by using the same power one can catch/freeze objects thrown by the opponent. A player can also turn back to spiritual form when attacked. If so, it looks like such game can never end, as both players can hardly be hurt or damaged.

3. One improvement will be to set a time delay which players can switch between physical/spiritual forms. i.e. A player can switch from physical back to spiritual form only when X seconds have passed since he/she becomes physical.

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

1. My favorite aspect of the game is having the pinball machine bumpers. A sudden burst of speed in a somewhat random direction is fun, as a great displacement is guaranteed, but may end up further towards the goal.

2. My least favorite aspect is the game mode itself. It somewhat looks like capture the flag using spheres, and capture the flag is not that fun if it is 1 on

1. Other elements which might negatively affect gameplay are improper attacking/defending time, one cannot push away the other without powerups (as both players should be pushing with the same amount of force), too many distinct paths from base to coin spawn zone, etc.

3. One way to improve the quality of gameplay is to define more ways to switch the attack/defending roles. For example, bumping the attacker too hard will cause the coin to drop, or sticking together for too long will cause the coin to transfer from one to the other.

All suggestions and opinions mentioned above are based on the information obtained from the presentations. I apologize for any misunderstandings.