

Game Programming Lab - Project critiques

Alessandro Gaia

March 11, 2010

Yet Another Working Name (YAWN)

1. Favorite aspect: The game concept is quite original, allows for a great number of interesting actions.
2. Least favorite aspect: It may be a bit hard to grasp for the common gamer, and difficult to implement.
3. Suggestion: The game looks pretty complex, make sure not to get over-excited and remember the design philosophy taught in class ☺.

RedLight

1. Favorite aspect: The game basic concept is really simple, which is good. A lot of room for interesting modifications.
2. Least favorite aspect: The gameplay elements described during the presentation sound pretty hard to implement in a way that is easily playable.
3. Suggestion: From the presentation it seemed that you want to implement only a single game arena - have you thought about the possibility of including more than one, of increasing difficulty (with obstacles that force you to take a longer way, for instance)?

Rum Runner

1. Favorite aspect: The game looks really easy to grasp and play.
2. Least favorite aspect: It does not seem to have much variety.
3. Suggestion: It appears to be a "single-player-Vs.-AI-only" game; have you thought about the idea of having more players competing for the alcohol deliveries or controlling police cars?

Odysseus' Quest

1. Favorite aspect: I like the openness of the game, the fact that you can freely choose where to go and how to act.
2. Least favorite aspect: I'm not sure about having different ships and patron Gods; it's really really easy to make one better than the others, and all players will use only that combination.
3. Suggestion: Have you thought about ship to ship battle (other than using your patron's powers) to temporarily damage an opponent and slow it down, or adding something like a "vector field" all over the sea map that defines the current direction and strength that opposes or favours the navigation?

Pharaoh's Tomb

1. Favorite aspect: The concept is surely simple to grasp and it should be an easy game to understand. I like puzzle games ☺.
2. Least favorite aspect: The third person perspective can be a real mess to use, it tends to confuse the player. Make sure to use it properly.
3. Suggestion: The only thing cooler than a puzzle is a puzzle with a time limit ☺- what about setting a deadline to complete the game (or each single riddle) otherwise the Mummy wakes up?

Unidentified Rolling Objects

1. Favorite aspect: I like the mix of hunter/hunted and resource gathering/management concepts.
2. Least favorite aspect: If the levels are big, it may be frustrating for the players (well, at least for the alien one) as they will have problems finding each other, even with the radar. This may make the game too easy for the mayan player.
3. Suggestion: What about giving the Maya the ability to retaliate somehow against the alien? He's playing in his home turf after all, he may have set up some nasty traps...