

Mayan Red Light

Pro

I love the idea of turning the childhood game into a computer game.

Powerups, especially the throwing stone, sound very interesting and make the concept sound great fun.

Cons

I'm not sure whether the game will keep interest up.

Also although I like the water idea, it might be difficult to decide what stopping is, since you will not get to a complete stop.

If the turning is completely random you cannot really create a strategy on how to react. So maybe have an increasing distribution. (It's quite save to move for 2 secs, but doing so for 5 is high risk)

Change

The success and interest is mainly based on how interesting the setting will be. Thus there should be a lot of ways to develop a strategy that might work better. Maybe even a Rock-Paper-Scissors-Type of strategy setting. (Like stone throwing > speedy one > slow but invisible > stone throwing)

URO

Pro

Catching as a digital version with balls - I like. The game is great fun in real life, why shouldn't it be in the digital world. Also the force field idea is cool. The fuel might be the crucial idea to keep the game interesting.

Cons

I'm not sure it will work to create a setting where seek and hide really works i.e. the hider really cannot avoid being found and if the whole idea is enough to keep interest up.

Change

Just hunting turnwise is boring. Pepper the game with point counters: for every second you run, you get points. And the nearer you are to the catcher, the more point you'll get. This will make the two runs comparable and instantly improve motivation.

YAWN

Pro

Nice idea and story line. I like the gravity modifier, since it involves possibilities galore to solve problems.

Cons

Complexity: Game sounds too much to be possible in the short amount of time: Gravity field, paintable objects, isometric view storyline - if you can do it: wow, but i doubt. It also sounds like a absolute nightmare to debug.

The playing concept (given all features) sounds quite complex to grasp, not sure if it will be really playable.

Change

Reduce complexity, focus on one of the ideas. Gravity fields alone are already ultra cool. Leave the isometric view away, that's a game idea for itself.

Rum Runners

Pro

Prohibition is probably the coolest topic for a game. Sounds like funky dark underworld, sins and fun.

Drunk'o'meter!!

Nice logo too.

Cons

I'm not sure about the longtime fun. It sounds great to play, but also quite repetitive.

Change

Implement the Drunk'o'meter as Low Target and think of a way to get sober again that is risky.

Maybe also think of some way to make the game less repetitive (Tasks or Bar that get pissed if you don't deliver in time...)

Pharao's Tomb

Pro

I like the idea of a physical solving puzzle, it promises many possible solutions.

Cons

It's a bit unclear to me, how gameplay will look. The physical puzzles sound promising, but creating them that they're actually challenging to solve won't be easy. (Apart from having a completely unusable control - that is quite easy ;))

Implementing an animated character that can hang is going to be a huge task, with a lot of possible traps. I wouldn't do it.

Change

Leave away the memory riddles.

Odysseus Quest

Pro

Storyline. Drama, Love, Gods - must be good. Even better: Sirens, Whirls and Giants, yeah!

The Gods as protective deities giving special abilities.

Ambrosia brings a nice additional problem into the game. (Be faster or collect ambrosia?)

Cons

Replayability: If it is always the same track, it's going to be interesting maybe 5 times to play. Simple resetting the flags might help though.

How do you make sure that if one player is way ahead the game will still be fun? (Apart from the crossing path. Because if paths cross i.e. around an island, one has already a huge lead.)

Also it might be quite difficult to balance the 12 boat-god combinations.

Change

Leave away the shallow water simulation. Focus on the fun. It's a nice concept and a great story. Better push it there.