Mayan Red Light
1. **What is my favourite aspect of the proposed game? Why?**
   I really like that you have added some cool features and "power-ups" as the stones which can be thrown at opponents, to make them move or loose control. I think this approach will completely make the game fun, and a challenge to master!
2. **What is my least favourite aspect? Why?**
   Implement more power-ups, they really could make the game the most fun part to play it. Try to give the game some "movement", because it is mostly just standing around and do an appropriate amount of nothing.
3. **What one change or addition would I suggest to most improve the game?**
   You mentioned to build the gamescene in an old Mayan pyramid dedicated to a certain god. As a god is almighty and sees everything, why do you not use him as guardian. Just model some kind of closing/opening eye and you can leave away the guardian at all.

Unidentified Rolling Objects
1. **What is my favourite aspect of the proposed game? Why?**
   I like the idea of the minimap which will help you to find the best way to be faster than the approaching alien.
2. **What is my least favourite aspect? Why?**
   When I heard you talking about your targets I asked myself if it is not possible to set your minimal target down a little bit. I mean wouldn't it be fun playing the game already in a few days, or probably a week? Just try to find out which aspects are really the most fundamental and have fun playing this first step already!
3. **What one change or addition would I suggest to most improve the game?**
   Is it possible to add a damage function to? So the alien could just destroy the Mayan rolling object by hitting it? Would it change the gameplay if both opponents would die at the same time? Because if not, you could just make it possible that the alien hits the Mayan, and both players will get the same amount of damage.

YAWN
1. **What is my favourite aspect of the proposed game? Why?**
   I really like the anti-gravity paint. That tool sounds so much fun to me, I would like to get one by myself an shoot around wherever I am. Also I think the gameplay factor will much increase with a weapon like this.
2. **What is my least favourite aspect? Why?**
   You mentioned that you will build somewhat like two levels, I think that is just much to less to make a really cool game. For me a game is worth playing if I can get further and further. I mostly I do not want to replay a game if I am finished once. So please think about how you could tight me to the game.
3. **What one change or addition would I suggest to most improve the game?**
   Right now the game sounds like "shift" for me, but instead of switching top to bottom and vice versa you can turn the cubs and this way making blocks or not. Further you can use a anti-gravity gun. And as far as I got it, that is about it. Is there no other way of improving the game by adding other stuff to make the game even more interesting?

Rum Running
1. **What is my favourite aspect of the proposed game? Why?**
   The game idea sounds like really fun to me. I loved playing the first GTA (probably even more than all the other version of the game). And therefore I am looking forward to see the

first version of the game

2. **What is my least favourite aspect? Why?**
You really should implement the drunk'o'meter. This is what makes your game special and distinct it from GTA. And I think that is worth trying it and should be done at first, or at second stage.

3. **What one change or addition would I suggest to most improve the game?**
As I have heard you talking about the idea to deliver rum to different bars and get back to your lager, to get new barrels. Could you add an other gamemode? Like reaching a bar far away within a predefined time limit.

Pharaohs Tomb

1. **What is my favourite aspect of the proposed game? Why?**
I really hope you will be able to get a good human animation engine. I mean that would really make your game cool, but is by far the hardest part you will try to reach! But go for it, and show that you can do it!

2. **What is my least favourite aspect? Why?**
What I was missing during the presentation is the grasp the game will have. I mean its not a running game and its not getting fast, so that you have the pressure of beating yourself in a challenge mode. So I think you really should work on the game story, to make some pressure out of that, add time challenging puzzles, or just tell the player that your flooding the whole pyramid if he does not reach the tomb fast enough. Set the player in some way under the pressure, that he has to hurry.

3. **What one change or addition would I suggest to most improve the game?**
As mentioned in the last point, you could add a timer, which counts how long you needed to find the way to the tomb, and this way the player could get points for timing skills. Next time I will play the game, I can force myself to be faster than last time.

Odysseus' Quest

1. **What is my favourite aspect of the proposed game? Why?**
The Idea of Odysseus having 3 brothers , which are challenging each other for the girl of there dreams! Also that each player has to choose his own god is a cool idea.

2. **What is my least favourite aspect? Why?**
I have to honestly say I personally dislike checkpoints, due to the fact that I always feel that I have already lost if I am not the first one checking one of these points. So I think I would leave them away and probably try to resolve the problem differently. Perhaps you could try to give away points if someone is getting to a beautiful place on the map, which you would announce during the game (pretty much the same as a checkpoint). But the first one reaching the sight get more points than the second player reaching it. Further you can make some Combo-sights where points adds up even more when you visited 5 sights in a row.

3. **What one change or addition would I suggest to most improve the game?**
I found it always disturbing if different characters have different features, especially if these features are not well balanced. If that is the case game will be won the moment when every player has chosen a figure he will play, because the faster the player is the better figure he will get, and this win the game.