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Lun

Pro:

- Simple gameplay at first which may become really interesting if you come up with the right amount of variety

Con:

- YARG: yet another racing game (perhaps just like ours... :P)

Suggestions:

- Why don't you create a simple, descriptive language (xml-like?) to allow the players create their own tracks by connecting your "building blocks"?
- If the balls travel really fast and if they have to pass through a really small hole... ;)
- Destructible walls! :D

Mayan Red Light

Pro:

- I was really astonished by the screenshot you provided. Was it an offline rendering or something already XNA...ed? Anyway, I think that breath-taking graphics could really be a great point for you guys.

Cons:

- the game concept (for what just a brief intro could show, I mean :P) seems quite static: the fun has to be demonstrated

Suggestions:

- Squeeze PowerUps out of your minds :D Squashing the competitors, boozing the guard, manipulating space and time...
- I know it would add another layer of complexity, but moving guards (and consequently, dynamic puzzles) would add A LOT, in my opinion.
- Cooperative Gameplay? Somebody drugs a guard while the other opens a door...

New Road

Pro:

- Simple gameplay, nice setting, stimulating the survival instinct of the player (this is just to prove I was not sleeping during last class...)
- The Drunk'o'Meter is not exactly an original idea, but definitely fun :D
- Lots of space for graphical artwork

Cons:

- Is there any concept of death?
- Maybe could become boring after a while, is the goal is just one
- Inherently single player?

Suggestions:

- Try to find some secondary objectives...
- ...and/or a way for other players to join.

Pharao's Tomb

Pros:

- I've always liked those puzzles
- Good interior graphics should be affordable on the console and would be valuable for this kind of game

Cons:

- Need A LOT of level design to come out successful (it's not exactly a con, just a remark :P)
- Inherently single player

Suggestion:

- Try to think about complicated puzzles as much as you can
- Push on physics (I mean, on using physical properties of... nature :P to come up with a level solution)
- Eventually you could think about different ways to achieve the same goal
- What about adding some dynamicity? The classical bridge activated by a button on the ground, which stays up as long as the button stays pressed... Not exactly new, but would fit the setting, in my opinion.

Odysseus's Quest

Pros:

- Nice setting, simple (APPARENTLY! ;) idea...
- that is: racing while having to engage the competitors -> should be really enjoyable
- Interaction with the environment (vortices, wind, traps hidden in sea waves...)

Cons:

- Maybe not really original (but who cares...)

Suggestions:

- To make it really stand out, you could try to make the navigation mechanics somehow realistic, by orienting the sails, interacting with the wind, etc
- Make the Gods really come into play: Poseidon can create waves, Zeus can destroy the sails (but the mariners can rebuild them...), Venus could distract the crew! ;P

YetAnotherWorkingName

Pros:

- Outstanding idea
- I would really love to play your game just to interact with the environment and see what could be created

Cons:

- Inherently single player?
- Maybe (but I bet you'll prove me wrong), there is not so much space to unleash the capabilities of the console

Suggestions:

- Keep the building blocks simple and push on the creative abilities of the player: every element on the scenario should be modifiable
- You could add an help button to highlight an "hot" block on the scene, in case the player gets stuck.