

Course Instructor Feedback for Atomic Race

- Cool concept!! I love it!
- I like the idea using atomic chemistry / physics as a gameplay mechanism in a puzzle game
- I wasn't sure if you mean this more as an action game, a puzzle game, or something inbetween
- I think it could work well either as a puzzle game, where you have to change atomic size, split protons, etc. to make it through different puzzles
- Or, as a more fast-paced sonic-the-hedgehog style, where you're moving past obstacles and have to change the atomic properties as needed
- How about going in the direction of "we love katamari"
(<http://www.youtube.com/watch?v=6ejqDnKgAyw>) where you smash with atoms to get bigger and bigger, allowing you to interact differently with the charged particles; you could then also have the mechanic that other parts of the level you split the atom in half so that you're smaller
- A sketch of one well-thought out levels should be included in the final proposal so that the game style and your goal is clear
- In general, will the charged particles be abstract, or other atoms?
- There could be an awesome mechanic where you build simple molecules for power ups (H₂O gives you a water powerup, etc.)
- And, in general, lots of details are missing
- The "primitive graphics" should probably be moved to the functional minimum, since you can't display anything without some graphics
- What is the multiplayer mode?
- I suggest moving the ingame help to the high target (since this is very useful) and the auto level generation to the extra
- It sounds like collision effects would be cool in this game... perhaps that's what you meant by "special effects"
- Good big idea sheet

- creating a fast-pace multiplayer racing game with no split screen will create some challenges, I think, so some thought needs to be put into this to make it work.

- it would be great if ejected electrons/protons could be aimed, and electrons/protons could be collecting by colliding with other objects.

In general, the more skill required to collect/eject electrons and protons, the more fun the game would be I think. Ejecting electrons/protons could maybe also be a way of steering/accelerating.

- what makes this game super fun and addictive? Would you play this game over and over? Think about what can vary as the game progresses, and how it will grow increasingly challenging as well as rewarding as gamers come back time after time. (think about the Fun graph from the lecture)

Game Designer Feedback for Atomic Race

superficial - some spelling errors... to / too higgs boson (not bosom)

Anyway. Gameplay can be gleaned from the description but is not completely

clear. Is the nova chasing you on screen or is it something that comes and zaps you if you fail? (I'm guessing chasing)

From a first look at the gameplay I notice a lot is based on quite scientific theory and formula. This is fine behind the scenes and may be interesting to some in an 'about' page for example, but seems overcomplicated for a small GDD. Need to focus on simply what ends up happening in game / on-screen as this is supposed to be at it's core - a game.

More significantly I feel almost certain that the team will discover that their main mechanic of needing to react faster and faster to survive will directly conflict with the relatively complicated mechanics of how to play. I've seen this before in games of this scale - will probably have to scale down mechanics or redefine the 'point' of the game.

- * Cool original idea that's obviously drawing from the teams experience.
- * The mechanics are a little difficult to visualize from the design document. My impression is that they could be difficult to communicate to the player, particularly if you are going for a universal audience. That said there is potential to make this a kick-ass educational game. Either way, with such an innovative interaction model you're going to need to explain it to your players in a very careful way.
- * There's a huge potential to develop a really interesting art style for this game. It's a smart choice for a team of programmers as it doesn't require a lot of assets and could be very abstract. One thing that we thought about was to somehow utilize the formula in the UI of the game, which could be really cool.