

Course Instructor Feedback for Space Trouble

- Nice list of design elements
 - I like the concept of "fast, chaotic, colorful and exciting"
 - Good to focus on balance, and make sure that the game is not too random
 - Random map generation could move higher, to desirable target or high target
 - I didn't really understand the gameplay concept... are the ships flying in space? Or are they locked on the planet?
 - It sounds like the controls could be a challenge -- how to best control the ships, and how to control the weapons in an intuitive way
- need to make sure the game is not too chaotic. It should still feel like skill can win the game - rather than just exploding everything at once and seeing who randomly gets killed first.
- it was not clear how the space ships would be controlled. They are in a gravitational field, so shouldn't they be attracted to the planets and crash by default? And would the user input get translated into accelerations similar to Asteroids-like games?
- you have a lot of interesting elements listed in your proposal, but it may be a challenge to implement them all in the time you have. Think about the bare necessities you need to make the game as fun and dynamic as possible.

Game Designer Feedback for Space Trouble

Like the first section about the kind of play they want to achieve, but I want to have an overview of what the game IS before that. Otherwise it reads like a design manifesto.

I fail to see how the mechanics (which are fine) achieve all of the manifesto stuff - particularly about things like the second bullet point - "challenge comes from the person next to you." etc

still gameplay seems good (destructible environments achievable in the time-scale?)

be cool to be able to loop shots around / through planets with the gravity pulling them around. bit like real-time worms in space.

Have they thought about making the ships stationary and simply controlling aim / power - there are old games like this. Moving as well might be too hard, but perhaps not.

* We thought of this as Asteroids with Gravity, Thrust with Local Gravity or Real-time Worms in Space. Either way we're sold.

* A minor point but we thought multiplayer should probably be the centre of your bulls eye. It's all about the experience of playing against your friends.

* Seems like there will be a lot to keep track of in the heat of battle.

That could make it very difficult so you should playtest as early as possible to make sure the average player can keep track of what's going on. Maybe planet destruction is a step too far?

* We loved the idea of sling shotting projectiles around the planet at your enemies. Could be a really skill full and funny element.