

Course Instructor Feedback for Polarity

- Cool concept to have a "high dimensional space". It would be great if this could be more integrated into the gameplay, where you actively switch between different dimensions in order to avoid obstacles
- I like the idea of changing the polarity
- All the ingredients are there, but I think the challenge is to come up with some really clever puzzles that combine the gameplay mechanisms (gravity, polarity change, different dimensions)
- You propose lots of game ideas, but I suggest starting small and try to make a compelling level with few items; each new item should open up a new style of puzzle that really makes use of the item. Having too many could make it less fun, since its more confusing and less concentrated. As the "assessment" section says, the strength is simplicity, so keep it simple!

- Can the stars be part of the gameplay somehow? It seems like just collecting them (and for a single player game) might not be enough of a reason for players to go after them.

Maybe they can unlock some features, open up paths through the level, or give additional details on the (funny) story?

- Designing the levels might be quite challenging. Any ideas on you will approach this? Designing a level editor would be a good way to get others involved in this process, and could increase the appeal of this game.

- love the story, and the potential to have each level present slightly different challenges that evolve with the story/journey through the accelerator. However, designing a large number of levels may become infeasible in the time given, or maybe not if they're all short enough. Adding more puzzle like parts (not complicated puzzles, but tricky areas that take time to move forward from) may allow each level to be simpler in design.

Game Designer Feedback for Polarity

not so superficially - needs a game description

game mechanics are nice and simple. polarity could make this really fun and possibly become a nice little skill based mechanic if done well.

Seems like this will mainly rely on the personality of the game, which is all about assets - don't know time scale but this can be ambitious. This is mainly due to it being finite / level based. Strongly suggest making it an infinite game.

Has the potential to be the most realistic in scope (this is a very good thing)

* Probably the most achievable concept in the time frame which is a great thing!

* Really like the premise, it's simple and funny.

* Great that the team have thought about the pacing and the player

experience.

- * The 2D to 3D switching is a nice idea, but at the moment it seems like it is a visual gimmick. That's cool, but going 3D will significantly increase the complexity of the project so you should either justify it with the game play or consider spending your time polishing the rest of the game.

- * A couple of possible inspirations - there's a Steam game called Sideway which would be worth checking out for mixing up 2D and 3D. Also Fez which is a game about a 2D character in a 3D world.

<http://store.steampowered.com/app/200190/>

<http://www.youtube.com/watch?v=FrVVIVyLx-Y>

- *The polarity flip could give the game a nice bit of depth. On question that we had was whether you really needed left and right control over the character or if this could be simplified to you always racing towards the Ms Boson? Might be worth testing out.

- * Whether the game is fun or not will probably rely heavily on the level design. Think seriously about what tools you'll need to rapidly build levels, try out new ideas and tweak them for playability.