

Team 1 : Bring back winter

!!! Be careful not to be too similar to this game : Where's my water ? !!!

Favorite aspect : Fluid simulation and the “puzzle” aspect. I like puzzle in general so I'm looking forward to discover new puzzles and I think your story goes well with the puzzle theme.

Least favorite aspect : The non interactivity after you have set the scene. I think it is not optimal that the player has nothing to do while the simulation is running, especially if the simulation takes long.

One change or addition : Add a component for the player to be interactive during the simulation. Many puzzle games managed to add something, so that the player has to be active all the time (for example : Plague Inc, Cut the rope, etc)

Team 2 : Battle of the SeaSons

!!! Keep it simple, after reading the proposal I have more questions than answers and I can't find the central idea of the game !!!

Favorite aspect : The fact that the season changes your abilities. I like the fact that the current season gives your different options to affect the battlefield.

Least favorite aspect : Game strategy. I have the feeling that the best strategy playing this game would be to put your spells on the opposing ship closest to you until he dies and then target the next one and so on. This would be quite boring.

One change or addition : Simplify the game. Complexity and fun are not correlated. Try to keep the key central fun idea of the game and add the rest only when the core idea works and is fun.

Team 3 : Survival of the carrot people

!!! Too similar to a normal tower defence game? !!!

Favorite aspect : Every time a different tree. I really like this idea and I'm looking forward to see it in the game. I'm sure I will want to play this game only to see the differences in the trees.

Least favorite aspect : Too few levels. One of the main part of the game are the trees growing

in a different way every time. The problem is that with only 3 or 4 levels you don't have time to see every possibility.

One change or addition : Try to add one more aspect to really differentiate yourself from traditional tower games. I don't have a special idea, but I think it would be more fun, if you could add an new aspect to make your game stand out a bit more.