

Team 1 : Bring back winter

Favorite aspect : I like the aspect that some path get free if you hit a trigger.

Least favorite aspect : to less action during the simulation

One change or addition : You may also add some interaction during the simulation

Team 2 : Battle of the SeaSons

Favorite aspect : I like the fish, it gives the game some great additional interaction.

Least favorite aspect : to many elements, you have a lot of ideas which may overloads the players brain.

One change or addition : Try to reduce your elements to a few importance to keep the gameplay simple.

Team 3 : Survival of the carrot people

Favorite aspect : Like the Idea of breaking a branch of the tree and plant it new.

Least favorite aspect : may I overseen it but what does the player beside plant new branches?

One change or addition : Also add some additional powers for the player to defend the tree