

### **Team 1 : Bring back winter**

Favorite aspect : Cool elements: Fire and steam, ice bridges, water pumps!

Least favorite aspect : The current sketches of the interface with the “rewind”, “reset” and “play” buttons.

One change or addition : Additional element: Mines that explode if touched by water.

### **Team 2 : Battle of the SeaSons**

Favorite aspect : The mighty spells and that they can be used with variation. So for example that the fireball can be used to directly hit the ship or throw at the water to create waves.

Least favorite aspect : That the game can only be played by two players on the same screen.

One change or addition : Add an AI or allow multiplayer on several devices.

### **Team 3 : Survival of the carrot people**

Favorite aspect : Carrot people have style. :) Also that you can saw off branches of your tree to start growing a new tree.

Least favorite aspect : That the game gets easier if you lose. For me this somehow destroys the challenge. I would prefer a well balanced game more than an automatically adapting one.

One change or addition : Make the L-System influence the game. E.g. let the player modify the growing rule, or have each arm of the plant shooting...