

## Micro War

The concept sounds really interesting, since it is something which we haven't seen in such a form.

A strategic game where you can only choose build orders, in a puzzle like way.

It was surprising when we saw, that you changed your first concept completely. This concept is more complex to design in a good way, but it will also be more unique and interesting when you succeed to make it fun!

Unfortunately we could not test your prototype, so our impressions are based solely on the presentation and your design documents:

You have to make sure, that the player gets some kind of fun moments when playing in the sense of thinking "wow that turn of mine was brilliant". We say this because you have no direct control over the units, and this can be frustrating. (I mean how often do you hate your companions in Group based RPGs?^^). So we mean here really the feeling "I played great" and not "wow my units did this well!" Also it will be crucial to make easy to understand patterns for your units, to feel more in control of the whole thing.

One possible way to achieve this could be the following idea :

Make your DNA your life (as you stated on your documents), such that when you "lose 1 life" you instead lose 1 protein in your DNA.

And to make this more strategic/less frustrating, you need some way to choose, which proteins are the weakest/break first.

What we mean is, that you either can choose freely (when putting a new protein in) when it will break compared to the other proteins. (So having each protein a number 1,2... etc. stating which is the first 2<sup>nd</sup> etc. to break and when entering a new protein you can choose where in this order it is (like when a protein becomes 3<sup>rd</sup> the proteins 3 and up from before get a +1 added on their number).

The other method could be, that you have proteins in different qualities (when gathered) and you see them and the protein with the lowest quality will break first. (Also some slight ways to increase/decrease the quality of a protein to make it more controllable).

What this would/could achieve is, that when you are attacked and lose some proteins from your DNA your build order could change. So when before the proteins were made like this:

GAT TCC AAG T killing the first G could lead to something like this: ATT CCA AGT which would lead to different units.

This could be really interesting, since when this happens and you get a kind of counter strategy to the opponents current strategy you feel great "That went according to plan".

Also when you only see this numbers when inspecting/inserting new, you could theoretically remark the enemies strategy, but in practice it will be almost impossible to remember the numbers.

Then a kind of similar game, which we would recommend is Prismata(.net) also a kind of abstraction on a real time strategy game. We could even give you some keys, if you are interested.

There in order to prevent a (too obvious) natural Rock, paper, scissor kind of system, they have a system where attack gets kind of accumulated (multiple use), but defense is more one kind use (ish). And when the defense is breached your economy (or attackers ) get partially destroyed.

So like in your game, the DNA breaking, when being successfully attacked.

This gives a nice strategic feeling, where it is more to balance economy attack and defense in a good way rather than find the rock for the opponents scissors.

We really want to see how this project turns out in the end, after seeing the promising concept!