MUTUAL GAME CRITIQUES

WAR FOR QUINTESSENCE

MARCO RIETMANN

I. **favourite aspect:**
I like the idea of four elements fighting each other.
II. **least favourite aspect:**
The split screen technique shown in the Sketch, allows to see what the other players are doing.
III. **addition to improve the game:**
Just focus on Networking
Ad some Map occlusion to hide the enemy's strategy ;-)

SANDRO DE ZANET

I. **favourite aspect:**
The scissor-stone-paper principle is nice.
II. **least favourite aspect:**
think it will be very difficult to play a game that is typically controlled by a mouse with the XBOX controller, since you have to select units, give orders and so on.
III. **addition to improve the game:**
Try to focus only on game play and the controlling of the units.

FABIO ZÜND

I. **favourite aspect:**
I like the idea of a fifth element called quintessence as a resource that will strengthen a normal element. If you manage to successfully implement the 2vs2 splitscreen/networking game type (each team on a separate couch), that would be very cool to play.
II. **least favourite aspect:**
Maybe you could improve the final goal from "kill the enemy" or "king of the hill" to something more adapted to this type of game. (solve quests?)
III. **addition to improve the game:**
I think it's a lot of work. Maybe you should start with implementing two elements and then, if it works fine, start to implement the other ones.

E

MARCO RIETMANN

I. **Favourite aspect:**
Using the elements as energy to Fight each other.

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Interacting with the scene.

It looks like the game will have nice graphics.

II. **least favourite aspect:**

The gameplay may be complicated. (especially the combining of energy).

The described play modes are looking like the modes of a conventional shooter game.

III. **addition to improve the game:**

Focus also on the gameplay…

SANDRO DE ZANET

I. **favourite aspect:**

The emergence of a broad spectrum of different strategies could be very interesting and especially the terraforming is quite nice.

II. **least favourite aspect:**

I think networking is not that important and will be especially annoying, if the two games diverge.

III. **addition to improve the game:**

I would only implement the morphing and terraforming part, which would be already quite nice.

Otherwise you won't have enough time.

FABIO ZÜND

I. **favourite aspect:**

I think the idea of the energies having effect on the characters as well as on the environment provides a huge space for cool ideas for the game developers and for many different strategies for the players.

II. **least favourite aspect:**

I think, in the end, network support will be too much.

III. **addition to improve the game:**

If you do not early enough define exactly what the players are able to do with each energy, it will get very complicated.

MOMENTUM

MARCO RIETMANN

I. **favourite aspect:**

It's a simple idea, it could be a funny game.

The problem of waiting is nicely solved.

II. **least favourite aspect:**

Why wait for the last player to finish?

III. **addition to improve the game:**

I would change ending conditions:

-> first player reaches the end.

-> just one player is on the board, all others are dropped out.

SANDRO DE ZANET

I. **favourite aspect:**
   Easy to learn and fun to play to in multiplayer mode.
II. **least favourite aspect:**
   Not much of a new game idea.
III. **addition to improve the game:**
   Try to introduce more game features like power ups or alike.

FABIO ZÜND

IV. **favourite aspect:**
   I like that your game doesn't need a split screen or network support to fully work. With this concept you only need to render the scene from one angle and can display more polygons and fancier graphic effects.
V. **least favourite aspect:**
   The game could get boring to play after some time.
VI. **addition to improve the game:**
   You could, if possible, implement even more special game elements like wind, portals, enemy creatures, black holes, mechanisms (doors, traps, conveyors) etc.

IRON AND FEATHER

MARCO RIETMANN

I. **favourite aspect:**
   The gameplay could be fun. I like the idea of currents influencing the submarines.
II. **least favourite aspect:**
   In last man standing, the players have to wait.
III. **addition to improve the game:**
   add some concept to keep the waiting players busy ;-)

SANDRO DE ZANET

I. **favourite aspect:**
   The currents of the water could introduce a nice set of special tactics.
II. **least favourite aspect:**
   The AI might be too difficult to implement and hence the single player game boring. I would also player rather in a split screen mode.
III. **addition to improve the game:**
   Try to put an emphasis on the multiplayer game and introduce splitscreen that you have a better overview.

FABIO ZÜND

I. **favourite aspect:**
   I have never steered a submarine in an arcade game up to now - I like this idea.
II. **least favourite aspect:**
   "Last man standing" could be boring after a while. I would like to play cooperative levels as well.

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III.   **addition to improve the game:**
        If you really want to implement enemies they should have a real smart IA – but I think this could be very
        hard to achieve.