

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:**
I 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.

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MARCO RIETMANN

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

- 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.

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.