

# Mutual Project Critiques

Jürgen Fornaro

## Iron and Feather

Favorite aspect of game:

- very nice and simple, quick to learn and play fun game
- water / currents simulation

Least favorite aspect:

- only 2D

Change / Addition to improve game:

- maybe it could be done in 3.1D to enhance different levels of game (objects attached to ground, ships hovering above them and water currents)

## War for Quintessence

Favorite aspect of game:

- nice rules / motivation

Least favorite aspect:

- game will probably take long times (several hours?) to play
- may be difficult to level out different factions

- I suppose, the visually attractive / dynamic elements will be animations when factions interact – I think these will be costly to do

Change / Addition to improve game:

- increase capabilities of factions at start so that player can get into action quickly and don't first have to build up

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Favorite aspect of game:

- action game with dynamic environment (terraforming...) could be very attractive
- wizard-style plot

Least favorite aspect:

- sounds like too much to develop in the available time to me

Change / Addition to improve game:

- restrict number of features and elaborate them

## Battle Tinker

Favorite aspect of game:

- I like simulation games
- constructing your own ships

Least favorite aspect:

- I don't like full 3D simulation games of the likes of 'Wing Commander'

Change / Addition to improve game:

- maybe restrict movement to 3.1D, e.g. on some given terrain (moon surface with craters...)