

# Project Critiques

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1. Most favorite aspect
2. Least favorite aspect
3. Suggestion

## Iron and Feather

1. The idea that the submarines will be influenced by currents is cool. It also seems that your game will be easy to understand and intuitive to play.
2. I hope that steering the submarine through the turbulent water won't be too difficult, otherwise it can get frustrating quickly because the ship never does what you want. It's also important that the currents are visualized in a convincing way.
3. You could add a powerup that makes the engines of the submarine stronger for a short time, so it is relieved a bit from the influence of the currents and can drive around more freely.

## Quintessence

1. I think it will be interesting and fun to experiment with the different elements, to see how they interact and to try out new strategies.
2. Introducing the game to new players without boring them could be a challenge. A new player has to learn about several things before he can start to play. For example he has to know how to control units, how to attack, the strengths and weaknesses of each element, the quintessence resource etc.
3. In the tutorial mode it would be funny to hear the units talking to each other and to the player to give him advice.

## E

1. I like the idea of the interactive environment and that the characters can change their shape and use the elements to attack or defend themselves.
2. With only two players the game could be lacking some action. If you can just drown your enemy in a lake or bury him under a mountain, while you are standing far away there is never really a battle.
3. An addition would be a sandbox mode where each player can experiment with the different elements, see how he can change the environment and get to know his possibilities of attacking and defending. I can imagine it's also fun to create a nice landscape by acquiring and releasing elements and then letting lava rain over it. =)

## Battle Tinker

1. It's fun that every player can create a personal space ship.
2. Orientation could be difficult when the ship is navigating in 3D space. How do players know where in the arena they are and where to find the enemies?
3. Put some recognizable objects into the scene or display a little map that shows the position of the space ships in the arena.