

Project Critiques

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

Iron and Feather

1. I am looking forward to see action rich battles on one big screen, with a new element to these action like games: the water currents.
2. Too many currents could make this game a random joke.
3. Do not use too many currents, such that the players can still predict where their shots will go to. Maybe an on board integrated LASER guided missile prediction system could help the player show the path of a missile when launched (by showing a laser line on screen).

Quintessence

1. The story and the mixed RPG-RTS genre could make this game a successful retail product.
2. However, given the time scope of this course, I fear that many elements cannot be included in the game. Also, I think controlling the units will be very cumbersome and difficult, especially for non-controller players.
3. I would concentrate on planing for fully working intermediate prototypes, which are also fun, not just the end product (in case you don't get that far). E.g.: One unit per team and two teams only, that is 2 elements only.

E

1. Nice new challenge for players: To think big in sense of level size on how to beat their opponents.
2. The downside of these big effects is that they probably take some time to evolve (like filling a valley with water), which could lead to a slow game play, or not action-rich game, which in the end has the risk of getting boring.
3. Smaller effects that directly harm the opponent could add to the action of the game, and make the giant terra forming spells more special.

Battle Tinker

1. Build your own ship!
2. Split screen leads to small screens for each player; in the end they have to shoot a small pixel box which represents the other players ship... not recognizing the beauty of another's work. I never liked split screens. You just cant see the beauty of the game, in this case the cosmic space.
3. Go for networking + 2 player split screen support (concurrently). Be careful with adding too much text (gets hard to read on a split TV screen).