

# Mutual Project Critiques

## X734 – Iron and Feathers

*Good:* It's a simple game that uses fluids and from my side that's enough to make me want to play the game. I hope you won't let me down :P

*Bad:* I'm not sure that having some kind of money given to the winner to improve his/her submarine is such a good idea, this way a player that is a bit more skilled than his/her opponents will keep winning because other than being good, he/she has better equipment.

*Suggestions:* Maybe more interesting could be that the loser gets the money to improve the submarine... it would equilibrate the game and thus still keep it interesting for a player always losing. To the winning player on the other hand, these rules allow him to feel challenged and thus to improve its skills.

## Quintessence

*Good:* don't know what to say... is there something?

*Bad:* What? Only 4 factions?

*Suggestions:* give up, guys... the idea is way too big...

## E

*Good:* I really love the fact that you use elements... such a great idea... ok, seriously... I really like the gameplay behind it and how it enables different tactics and style of play.

*Bad:* If I got it right from the pitch, isn't there the risk of running out of energy of the environment? You said that maybe firing a fireball over a lake, may vaporize it...

*Suggestions:* You could try to create some sort of single player tutorial in the form of “puzzles” to be solved. This would probably greatly help the newbie that has to learn how the game works because it still remains interesting and funny.

## Momentum

*Good:* The game is at sight really intuitive even though it's not easy to play ie, understanding the mechanics is really easy but having them to work on your side needs a bit of practice...

*Bad:* I think cooperation mode is a bit “suicide”, it's not a trivial game when you play alone and having each player trying to coordinate to move a single ball can be really frustrating.

*Suggestions:* More complicated maps with different environment may be interesting to try, for example you could have balls that move in a fluid-like substance and thus having a different behavior or you could have some sort of 3D map (but finding some method to represent it is probably too complicated...).

## Battle Thinker

*Good:* I like the idea of personalizing your ship and I probably would spend more time there than on fight (which I would only use to test my ideas)... The game still remains interesting to people that want just fight (by having some predefined configurations).

*Bad:* The game seems to have a really steep learning curve...

*Suggestions:* Adding the possibility to attack specific parts may be interesting