## Part 1: Game pitch review

### Likes

* The game is more engaging than the typical tower defense game
  + This was the point of the game, as much as I like to play tower defense games they tend to get boring when the player has their towers set up
* How well thought out the game mechanics are
  + I spent the most time of my presentation on this, because I wanted the game to be solid enough that I could present it to a designer and they could visualize the game too
* The “special sauce” of the game and how each class feels unique
  + This was fun for me because I enjoyed coming up with a way to make the game really unique as far as tower defense games go

### Appeals

* Feels like a mix of *Orcs Must Die* and *Dungeon Defenders*
  + These were a couple of the tower defense games I enjoy playing so I feel that they were a part of my planning even if I didn’t really know it at the time
* Each class serves a unique purpose
  + The idea being that the game is designed to be either single or multiplayer with each class being able to hold its own and be able to provide some assistance to the other players if played in multiplayer

### Areas of Concern

* The only real concern was about the stickiness of the game
  + My idea to combat this is that once interest begins to die down I planned to release level creator engine and let the player base create their own levels and allow them to upload them for other players to download and play them, ala *Mario Maker*

### Questions

* There was a bit of confusion if the player is only able to control the heroes or if they could control the monsters too
  + This was more related to the slide describing the Designer team and how they needed to have the monsters feel unique and smart enough to navigate the environment. I cleared this up by explaining how the “special sauce” of the game works and why there needs to be such a large design team
* There were questions on what the art style would be for this game
  + I didn’t have a slide for this, so I was expecting it to show up. I have decided on an art style similar to *Dauntless* as it has a semi-manga style design that I think will hold up really well, and can help keep the game from feeling too serious or childish

## Part 2: 12 Lenses

1. Lens of Emotion
   1. The three primary emotions I want my players to feel run the range from anxiety when they first see the mounting hordes, exhilaration when they are able to “pop” their ultimate and see how well it works, and relief when they are cleaning up the final wave and know that victory is in sight
2. Lens of Essential Experience
   1. I want my players to experience a first person shooter that is more than just “put cursor over enemy, pull trigger”. One of the essential experiences is that no single player, or team should be able to complete a level, except the tutorial stages, without the use of at least one turret
3. Lens of the Venue
   1. I am mainly looking at releasing this simultaneously on both the Xbox One, and Windows PC to allow cross-play functionality, with the idea of picking up both the PS4 and the Switch if sales do well enough
4. Lens of Surprise
   1. I feel that the game rules will be the thing that surprises the players. Most people know tower defense games, and know that the enemies run along set paths, but they aren’t used to the special sauce this game brings
5. Lens of Fun
   1. The parts of the game that are fun will be when the players are actively engaging with the enemy. I think that the areas that need to be more fun will be the wrap up of the final wave of a stage, as well the initial level/character select screens
6. Lens of Curiosity
   1. This one I haven’t put much thought into since I haven’t spent a lot of time on the story and I need to find a way to make the players interested in more than just the mechanics
7. Lens of Endogenous Value
   1. To help with keeping players invested in the game each level will rate the players performance by assigning them a star rating from 1-3 at the end of each level depending on how well they did, and each level will also two harder modes the player can play through as well
8. Lens of Problem Solving
   1. The game asks the player to figure out the best towers/character combinations to get the highest rating on each level, as well as to challenge themselves to beat levels in specific manners
9. Lens of the Elemental Tetrad
   1. My game is really using three of the elements, but doesn’t do too much with the Story side yet, and I need to work on it more
10. Lens of Holographic Design
    1. I feel that the minute-to-minute experience of each level will be the highlights and that in-between of character selection will be the part that detracts from the experience. I think that I can help reduce this by allowing the player to save loadouts that will help get them back into the game as quickly as possible
11. Lens of Unification
    1. The theme of the game is pretty well unified, once the story is nailed down to work with the aesthetics and the mechanics I feel that it is really well unified
12. Lens of Resonance
    1. The ultimate abilities make each player class feels powerful, and their unique mechanics makes each of them feel special too. People get excited about the special sauce of the game and love the idea of getting their own level creator too