

# Team Spiderperson

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Dos & Don'ts	Report
Avoid screen space effects when you can	No screen space effect
Aim for a frame rate slightly higher than the target display frame rate	frame rate is ok
Consider lowering the rendered resolution if the frame rate needs to be increased	frame rate is ok
The player's head motions should be in control of the camera at all times. Avoid using cinematic cameras, and try to use asynchronous loading in menus or during level loads. Avoid camera shake and other effects that move the camera without the user's control.	No cinematic cameras are spotted
Do not override the field of view of the player's view	FOV does change in the motion, this causes intense motion sickness
Avoid accelerations	Some sort of accel as it's the main part of the game, and this doesn't feel good

# Team Undercooked

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Dos & Don'ts	Report
Avoid screen space effects when you can	No screen space effect
Aim for a frame rate slightly higher than the target display frame rate	frame rate is ok
Consider lowering the rendered resolution if the frame rate needs to be increased	frame rate is ok
The player's head motions should be in control of the camera at all times. Avoid using cinematic cameras, and try to use asynchronous loading in menus or during level loads. Avoid camera shake and other effects that move the camera without the user's control.	Does provides a menu, it's ok
Do not override the field of view of the player's view	Player view not overrided
Avoid accelerations	moving is done by joystick, this caused some sort of acceleration. Also reflects motion sickness

## Team SlenderGuy (A Drive Through The Woods)

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Dos & Don'ts	Report
Avoid screen space effects when you can	No screen space effect
Aim for a frame rate slightly higher than the target display frame rate	frame rate is ok
Consider lowering the rendered resolution if the frame rate needs to be increased	frame rate is ok
The player's head motions should be in control of the camera at all times. Avoid using cinematic cameras, and try to use asynchronous loading in menus or during level loads. Avoid camera shake and other effects that move the camera without the user's control.	Does provides a menu, it's ok
Do not override the field of view of the player's view	FOV is not affected during the gameplay
Avoid accelerations	moving is done by joystick, this caused some sort of acceleration. Also reflects motion sickness