# HI Priority

# MD Priority

# LO Priority

# **Faculty Critique**

* Design-wise, expand it out
* What are the enemies? What are the powers?
* Good example that works
* **Will Critique**
* Good concept statement, although “combat your powerlessness” is probably vague enough that it’s confusing
* Don’t describe other games, describe your game (when talking about Binding of Isaac and Castle Crashers)
* What is the “madness”?
* Good example; could probably use existing art (from opengameart?) to make it feel more polished
* Swap genre and art style slides
* Which console? Why not PC with a controller?
* What are enemies like? From your example and loops, it seems like they’re just static and sitting there
* Having an ally “loadout” is a nice way to extend gameplay; lots of work to create that extra content, though! Can you create enough distinct allies?
* When giving an example (bomb, etc.), put something about it on the screen
* Systems and interactivity slide is too broad; it doesn’t really provide new info; may want to dig into something like cause/effect loop instead
* What does a level look like? What does a single screen look like? Are they the same?
* Since you gain characters on beating a boss but can lose characters, if you lose a character can you then gain a character to get back to full strength?
* What’s the progression loop? It’s unclear what the difference is between a run and a full playthrough
* Discuss progression (new allies, new enemies, new layouts/obstacles) on a slide, at least a few examples
* Add a final slide (questions, thanks, etc.)