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Prototype Evaluation (Week 5)

**Gold 1**

Animation:

Animation is great! There does not seem to be any small errors or any glitches in the frames.

Controls:

The controls are overall great! But I would say that the jump may need some improvement. Maybe make it so that the character makes a wider jump? There is also mouse with keyboard controls that makes the overall control easier.

Interactions:

Interactions are present in the prototype. I did not really spot any bugs in the. Great job! I also like how when the character gets hit by the guard, it goes back several blocks.

Balance:

For now, the balance is a little more on the challenging side rather than enjoyable (At least for me). It is a little difficult jump over things, which is why I recommend making the jump a little wider.

Extras:

One extra aspect of the game that really like is the health bar. Great job! However, at first, I didn’t recognize it as the health bar. I recommend perhaps changing its looks.

Fun:

Easy controls, great visuals and art, as well as smooth animation contributes a lot on how your game’s enjoyment.

Completeness:

I would say the game is not yet complete. But very goo so far. Great job team Gold 1!

**Gold 2**

Animation:

Although the animation is a little bit on the simpler side, the assets move enough to be able to play. I would recommend adding animation when deer is moving so that it looks like it is walking.

Controls:

Controls are good! Easy to control but more on the slower side.

Interactions:

There are interactions. For example, the character cannot go or jump through objects the blocks. However, no interactions with the bugs. I recommend having interactions with those things too.

Balance:

I would say that this game is in the middle. Not too challenging and not too enjoyable yet.

Extras:

There really are not that much extra aspects that I can see right now.

Fun:

The game needs more development and then it can be fun.

Completeness:

I would say the game is not yet complete but great start so far!