

TianShun's 2D side scroller game:

I think the project overall is very interesting. The gameplay of a 2d side-scroller is well done, the mechanics are intuitive (at least to me), and the controls are pretty smooth. I also liked the fact that there's a lot of effort put into the presentation, as in the UI, the presence of a title screen, an instruction page, etc. I am most impressed by the interaction with the enemy, as they felt quite organic despite not having an AI. The one (very small) complaint I have is the level design, especially the platforms where you can't jump up to from underneath.

Julia/Oliva's Visual novel:

I am very impressed by the level of thought put into the aesthetic of the project. Everything in regards to the visual aspect of the game is well polished, and considering the stylized look, I think it's even more impressive. I think the one thing missing would be more "responsive" elements such as sound cues when clicking/switching dialogue options or just background noises when the characters are talking.

The shaking-phone game (Sorry I forgot to note down his name)

I believe the execution is very interesting. We've all played games that are controlled using our keyboard and phone before, so I'm actually surprised incorporating our phone in such a manner (like a Wii controller of sorts) hasn't crossed my mind or frankly most people's thus far. The game itself is self-explanatory and pretty fun using this novel method of control, especially with how frantic it is. The delay in the input is in my opinion a plus that adds to the chaotic experience.