

## 2023M\_MR+TI2023-Peer Project Feedback 5 - Cube (Abel HENRY-LAPASSAT, Tan CETINER)-réponses

Réponse 1	Réponse 2
The interface is cute. Using the picture markers is a good idea to put the tower. This tower defense game is really good.	It's really good. Nothing needs to improve.
I really liked the resemblance of the project to the real life game (called Kingdom Rush) - I think the team did a really good job in simulating the relevant aspects of the real game, and they designed specific targets to match the real assets. The throwing of objects from the towers to prevent enemies from passing was also very smooth, and the fact that the game was "guiding" the user in the various interfaces I think was helpful in understanding what was going on. I really enjoyed the project overall and think that the team handled the tangible part of the game very well in combination with the virtual one, also considering that it's a strategic game which for sure added some kind of difficulty in the way the tangible interactions (the placement of the little cubes) would be handled.	I would only consider improving 2 aspects of the game, first the handling of the "distances", since it might be a bit tricky to track which object is the closest one to the player and have the relevant effects, also considering the challenges that come with the fact that you have to place strategically the different targets at whichever position you want in the play. Also, even though I really appreciated the fact that the game had a "full" guide (first the difficulty selection, then explaining the rules, then the different types of towers) I would maybe add better indications of the game status, in order for the user to be aware of what is happening at any time and be able to adapt their strategy. If I remember correctly there was only a lives count but it would be nice to have more progress items. Also, depending on the progress of the player, there could be capabilities for unlocking new tower improvements and have different powers or abilities.
<p>* Tutorial Availability: The inclusion of a tutorial is very good to me, especially for new players or those unfamiliar with tower defense games.</p> <p>* Creativity: The game displays a high level of creativity both in its design and gameplay.</p> <p>* Customization in Map Creation: Offering extensive options for map customization adds depth and replayability to the game.</p> <p>* Integration of Virtual and Real Space: The mechanic where towers can't be placed too close to each other effectively blends virtual strategies with spatial awareness.</p> <p>* I really liked the mechanic to prevent the player from putting too much building in a single area, I think it keeps the game balanced</p> <p>* The upgrade system for buildings it is very cool and make the game more dynamic</p>	<p>* Life Indicator: Instead of using numbers to show life, which can be hard to see, implementing a bar for life indication could be more user-friendly and visually clear. I would to the same also for the gold indicator and the number of rounds.</p> <p>* User Interface Enhancement: There's room for improvement in the UI to enhance player experience, making it more intuitive and accessible. Also, the track itself could be enhanced, right now it is too much minimalistic.</p> <p>* Multiplayer Setting: Since the spatial awareness it is so high, and considering the nature of the game, I think it could be very reasonable and funny to make the game a multiplayer one.</p>
A very good ar tower defense game! You can see that they are very comfortable with unity and game making. I saw all the possibilities of unity in this game, from the hover lane, to the automatic recognition, to the feedback of dragging gems, it was very complete and related to the theme of the game.	I think this game is very good. If there is anything I need to say, I think they can add some individual thinking-related settings to make the game more fun and creative.

<p>I AM VERY IMPRESSED BY THE GAME LOGIC OF THIS PROJECT. I MIGHT BE A BIT BIASED TOWARDS THESE TYPES OF GAMES, BUT I WOULD LOVE TO PLAY IT ON MY PHONE! THE SPELLS ARE COOL AND THE MARKERS ARE ADORABLE. MAJOR PROPS TO THE GROUP!</p>	<p>I JUST WANTED MORE! I WANTED 2 MORE MAPS, MORE MARKERS, MORE SPELLS, MORE TOWERS, MORE EVERYTHING! AND THEN I WANTED IT ON MY PHONE WITH THE ABILITY TO PLAY IT! OBVIOUSLY, THE GROUP DID AN AMAZING JOB FOR THE TIME CONSTRAINT, I REALIZE THESE ARE CHILDISH AND SELFISH REQUESTS. THE ONLY THING I WOULD ONCE AGAIN CRITIQUE SIMILARLY TO THE PREVIOUS GROUP IS VISUAL COHERENCY SINCE THIS IS A GAME AND NOT AN APP WITH A SPECIFIC EDUCATIONAL MESSAGE OR DEEPER MEANING. IF IT IS JUST FOR FUN, I WANT THE FUN TO LOOK FUN! THE MARKERS WERE GREAT AND I WOULD WANT THEM TO CONTINUE THAT COLOR PALETTE AND MEDIEVAL THEME WITH THEIR PATH, TOWERS, ENEMIES AND EVEN THE NAME!</p>
<p>The game logic was easy to understand and clean. The inclusion of a scoring system and rewards makes it more complete. In terms of completion, it ranks as one of the best for me. The team did an excellent job balancing the elements of mixed reality with tangible object. Their presentation was straightforward demonstrating a deep understanding of their project.</p>	<p>Unfortunately the idea of the game itself wasn't really interesting, I have seen this kind of game over and over in many game design/programming project through my computer science background. I think that they lacked an original concept. Also the implementation was too simple. I would appreciate more if there were various level, different model, etc.</p>
<p>I think the re-use of markers although originally not planned, makes the game a lot easier to play. Users don't have to worry about having lots of different markers but instead understand that the markers can be utilised to create multiple game-objects. Expanding on this the notion that the upgrade and spell objects could be re-used was quite interesting. I also like that the game board was attached to the game board marker as users could possibly adjust /take their boards with them onto another table etc. I think the pre-set marker locations -based off of other tower defence games, was useful in that it showed how in a game setting where ideally you wouldn't want users to break the game/"cheat" to win, placing restrictions on users is necessary.</p>	<p>In terms of re-using the markers for spells and upgrades, I think this could be further explored beyond simply choosing what the user wants to do through screen button commands, but instead could play around with marker orientation, location etc. Also I think user feedback about the state of their health bar progress in the level could render itself towards the AR environment instead of simply having values on the screen. Maybe the user could see a giant tank of health slowly depleting. I think the type of tower shots could transformed to make the user feel that they are more impactful, possibly even adjusting the real environment (Could be difficult to implement). Such as making virtual crater objects onto the table etc.</p>