**Explorer**

Have you looked into different types of procedural generation already?

Love the planks, can lead to a lot of different ideas on how to expand and block the world.

Interested in the grid nature of the world, what does it mean to it to be on a grid, how would it change if you had different sizes of islands etc.

Art looks amazing!

**Lullaby**

How do you make sure that the music doesn’t become monotone?

Maybe it was the stream but the music was a bit annoying, maybe use a different instrument to generate it?

Don’t wanna be that guy, but the character kinda looks like a KKK hat. I also thought of that (Different That guy). (I don't think that association is justified)

The note wheel looks great! (different person, I agree, it looks RAD)

Adding more notes as a sort of player progression would be great!

Does the combination of notes use a harmonized sound for the combination or does it layer them on top?

Would be cool to start with only one note, and then build on that! Progressing with fifths, and then probably thirds...

**Sonata**

Gameplay looks super intriguing, but also complicated

I really like that there are two different “times” at work that you are playing around with to progress. Feels intuitive although sure I also don’t understand how it will be translated to a full game

Sounds very cool, but at the same time very complicated D: Make sure you introduce everything slowly

I was wondering if it would be possible to modify the music in other ways than pitching up and down, would it be possible to transition into a separate track for running, or a seperate track when time is slowed?

Maybe walking backwards could play the music in reverse instead of stopping it using a different mechanic?

How does that tie into the concept of the game lasting as long as the music piece lasts?

Maybe make jump burst out music or something?

Why 3D?

Consider splitting the audio into separate tracks (like for each instrument), and leave pickups around the world that enable new tracks for the current song

Maybe you could play around with stereo and when the player turns left/right the audio focuses more on the left/right speaker for a weird effect

**Chicken Defense**

Is there a reason for the scarecrow costing 3 resources instead of just 1, at least when you only have one tower it seems strange to me.

Could you spend resources on placing feed that will lure the chicken for a time sort of a different thing to build?

I believe you should consider moving towards a more elaborate design. Did you consider changing the game engine, like using Unity instead of Construct, so you could better polish some part of the game. *Could you be more specific please :)?*

Wearing the chicken on your head like a hat is great

Slow down your demo next time. It was not just an audio issue, but the presentation was a little hard to follow. Show the opening screen properly, for instance.   
I like the core mechanics, but in my opinion it will be super important to make the resource management reasonable. (*reasonable in the way of the mechanic being good or if the whole mechanic has a reason to be there?)*

*The resource management mechanics. How you gain resources and how much the defence system costs.*

Are you planning to constrain the play area?

Are you planning to have different towers?

**Witch’s Workshop**

Nice juicy hat wobble (<3)  
Why do you wanna keep text out of the game?   
It looks so nice! Love the art already.

(From Artist:) Thank y’all <3

Re: Suggestions: Keep talking and nobody explodes meets Overcooked meets Diner dash

I feel the table/counter setup for customers is a little boring (because we have seen it so many times in other games) and not specific to witches. Is there any way to make it better linked to the theme of a wizard’s workshop?

The character is really cute:)

I can’t really see how this game isn’t Witchcraft Overcooked

I feel like the tasks in Among Us are not superfun, rather than just a way to keep players distracted. So maybe focus on making them fun! (From group member: Agreed! What we meant was like Among Us tasks in the sense of length and difficulty! We will focus a lot on making them fun, because I agree with you! That is the one thing that makes Among Us less great)

We Were Here / We Were Here Too style could be fun, having maybe a second player with a book or instructions on recipes, and having to guide the witch.

I lowkey wished I joined this project so i guess you’re doing a very good job already :3

**Duplex**

Cool atmosphere!

Looks very cool so far

Be mindful that it does not just become an Escape Room.

Nothing wrong with escape rooms, though. I second this, would love to have a game that emphasizes escape room but with the possibilities of videogames (dimension hopping and such)

It seems a bit like a digital escape room (it is not necessarily a problem though)

Why weird puzzles?

What happened to the second ‘world’?

I love the super weird atmosphere, are you trying to tell something with it?

I don’t think that an escape room feel would be intrinsically bad, actually quite the opposite, I like the idea!

If you go with escape room idea then try one together as a group :3 There are a lot of good ones i Copenhagen

I think the narrative might not need to be linear. What does it bring? For example, *Her Story*, is an interesting way of telling a story, but sort of put together by the player.

**Creatures of Aeons**

Why is there fire? (Response: Have you seen the forest in Califonia? :P We are working on different types of disasters that could happen to a forest.)

Instead of arrows, using something more natural (like something that looks windy) might match the style of the game more. (Response: We are working on that!) (I really like the idea of making the trees themselves the wind indicator)

Is the game set on a small island, or was that mostly for the prototype? (Response: We have a plan for a bigger map, containing these smaller tile maps) (there is going to be a tier two, but that’s not the core of the game right now)

The path between the trees could be visualized by a little path of mushrooms if it was mycelium networks, even if not entirely accurate :) (Response: We are planning to show trade between trees using mushrooms.) (Great idea :D)

Can the player predict where the fire is going to spawn? It would feel bad to have fire spawn on your trees and have them dead. (Response: We are working on making it not so random)

Can you take down the fire, or minimize its effect? (Response: No, a forest cannot fight a fire on it’s own! But the fire will give more tile enhancement) (You can try to save the resources) (Well we actually talked about thick bark as an option)

I don’t feel like 3D or even 2.5D is necessary at all and might just add more workload (Don’t necessarily go for realism).

If you want a detailed and more realistic look, you could consider using assets from Quixel <https://quixel.com/>, a few free ones, but otherwise paid options, might be worth it for you. (Response: We are looking at unity’s own optimized trees, so we can generate a lot of random trees)

If you haven’t, check out Dwarf Fortress, especially considering the indirect control of forest

For the wind, making it switch between clockwise/counterclockwise rotation at slightly different speeds could be a nice idea.

Who are you in this game? (random guess: you are the Lorax and you speak for the trees)(Love it!)

Can we have Treants? (Response: No, we are working with realism :P) :(

Be careful with that amount of randomness / unstoppable fire though, loss of agency can make the game frustrating. The player should always have some sort of countermeasure for random harmful events. (Response: We are definitely looking into that, some randomness, but total randomness will not be fun)

How is the pace of the game, very slow and mellow? How about the urgency when a fire breaks up? (Response: At the moment very urgent, where you have to be quick to deal out resources if there is a fire)

I’m thinking that if the player cannot ‘react’, then it might be in contradiction with the feeling of urgency. Can lead to massive frustration.

How does the game represent the passage of time? Are new trees planted immediately grown? Are there seasons? (Response: Yes, trees will have different stages of growth)

Be aware of player agency, or the lack thereof, just keep it in mind, don't know whether it is good or bad. (Response: We will try to explore this though QA)

Will there be a research *tree (*Response: Good one ;p I see what you did, but probably not like an exact research tree. But you get different tree sorts throughout the game)

**Post Quest**

Love being able to bike of a cliff : D

Cross-country cycling...i want a shop where the dog can buy parts to the bicycle

Will the characters keep on sending letters to each other or will it always be new characters? How big will the world be?

Camera felt a bit weird while climbing the cliff

The text seemed to be a little bit hidden in the bottom left part of the screen (Answer: the presentation of the dialogue will change)

Will there be places you cannot go with the bike?

Are there any hints by other NPC's or the game if I cannot find what I am looking for? (Answer: the characters already say different things depending on where you are in the quest)

Will the characters have some kind of audible speech? Even just Animal Crossing babbles are super charming. (Different person, I second this!) *We’ll look into it, though it’s probably not at the top of our priorities right now. It will come with the juice!*

Will there be a quest/mechanic to spy on content of letters? *Yes, a shady raccoon wants to read the contents of the letters :3*

Consider making small letter storylines. Are a pair sending letters to each other that is then revealed as love letters? Someone requesting repairs to their house? Woah you gonna read other people's letters? :O No, but people sometimes speak out loud : D Like someone getting a letter and then exclaiming that they love getting letters from this person. Maybe someone thanking the postman for doing his work, otherwise they could never communicate with their dear friends. Just a way to make the player more interested in the individuel animal people (Answer: this is pretty much exactly what we’re going for)

Will the world change throughout the game? Perhaps it would be evening by the time you deliver your last letter, at the end of the working day.

Can you find buried bones like a good boi?+1 *Potentially, this is a planned feature :D it is :D*

With the bones in place you have in-game currency for shopping. ;)+1

*Why URP? Does it give any benefits for you?* The built-in render pipeline is still relevant

**Principal on Principle**

Maybe some kind of wacky premise with you being an imposter, which would explain the erratic behavior of the principle.

Consider adding units to the cash, even if just fictional SchoolBucks(™).

Maybe look at some of the mechanics from *Reigns* or *Reigns: Her Majesty*. Displaying resources very clearly, making decisions very simple, the game being built around “runs” - maybe you get fired if you do bad and the next run will be a new principle.

Could be more clear what the comfort level means other than just a number. Will it have consequences?

My mom was a primary school headmistress for 30 years, let me know if you want a test user. ;) (Hanna)

If you handle touchy subjects, handle them respectfully. This means research, research, research. Doesn’t mean you can depict it, but honestly try to look up how people who are victims to these subjects consider respectful depictions (eks. If you depict pedophilia look up how a victim of pedophilia consider a respectful depiction. There are guides out there. And doesn’t have to mean you listen to them completely. Just a good way to avoid common pitfalls).

It is nice that you are not afraid of doing some touchy subjects, but you need to handle them very delicately (it is fine to do some provocative work, but it needs to be handled tastefully)

Have you thought about making previous actions affect later actions? +1

Maybe if you do bad things, more bad things come up?

I thought the game was supposed to be more on a funny key

Even if the topic is important to you and you have great intent, you only have a few weeks to develop this which is not any time for research and interviews

If the game is meant to be humorous doesn’t that conflict with running into the “darker” events, I’m not sure how it can be done smoothly without a lot of effort?

**ESP and Me**

Will the puzzles be “actual” puzzles or is it more meta puzzles in that your investigation reveals something you then can act upon?

I think using a webpage to tell your story is really neat, especially given the size of the team. Will the message/story be as clear-cut when actually playing? I think ambiguity is spoooky!

What do you use to make the webpage?

Going for transmedia looks like a very good idea! Jumping from webpage to twitter to tiktok to tumblr and deciphering what was going on

Lena Mech is our graduate and one person doing alternate reality games in Copenhagen, check out <https://instituteofwonder.dk/en/about/>