

Déjà vu

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The Good:

The Game Mechanic: one of the best things about the game was the game mechanic. It was play tested around 100 times to calculate the total number of lives, per user, as well as the number of seconds given to the player before they die.

The Sound/Audio: The sound and audio for the game was done by a professional, and was perfectly tuned to the tempo of the game.

The Bad

The Theme: The core mechanic for the game was really nice, however in order to make it compliant to the theme of the week, it was difficult to implement the co-operative mechanic without significantly effecting the core principles of deja vu