

Game feedback notes:

Echoes beneath

whats fun? are there threats?
how will sound work in the game along side the sonar?
how is accurately ray tracing it better than fake simulation?
will get paired with composers to help with sound

vr is complicated but might make it work better

Pestis - rat simulator

how will it work in 10 mins - the evolution aspect specific?
will it work in real time and within 10 mins?
4x looks interesting but how will you make sure there isn't a meta? randomness is a good solution
sounds ambitious - too many ideas how will it all be achieved?
making the visual aspect of the game is usually time consuming so might be hard to find time for the background mechanics
what are the enemies? are they ai is it multiplayer?

vote - rat slightly won but fairly split
george: submarine if it works but risky to make the atmosphere - rat game is most possible to do.
Both are really achievable for good marks
sarah: why would u want to play either game? make sure to focus on what is fun
whole panel is 50/50 split

crowd view: rat game seems more complex than 10 mins