

# CGD Game Jam 2023

## Feedback Form

<b>Team Name:</b>	Jamrades	<b>No. of Modifiers</b>	- A Thousand Words - One Must Imagine Sisyphus Happy - Furry Kingdom - Sweet, Soothing Tone <b>(4)</b>
<b>Members:</b>	<b>Jiarui (Ray) - Programming, Game Design</b> Tales - Programming, Game Design Zi Di - Music, Game Design, Programming Daniel - UI, 2D Character Sprites Leander - Background Art Marysa	<b>Prof./Ex. Majority</b>	- Yes - No
<b>Game Title:</b>	<b>YarnBall Z: CatLander</b>	<b>Date:</b>	2023-11-24
<b>Total Points:</b>	20.4 /24	<b>Overall Rank:</b>	2 /18

ENJOYMENT - How enjoyable and fun it is to play your game.					
Score	None - 1pt Lacked enjoyable elements or provided a mediocre experience.	Poor - 2pts Somewhat enjoyable, there was an attempt.	Average - 3pts Decently enjoyable, would play once.	Good - 4pts Very enjoyable, could see myself playing again.	Excellent - 5pts Top-notch fun production, would play over and over again.
<b>Freddy</b>				✓	
<b>Foxy</b>				✓	
<b>Bonnie</b>					✓
<b>Chica</b>				✓	
<b>Purple Guy</b>					✓
<b>TOTAL:</b>	4.4 /5				
<b>Comments:</b>	<b>Freddy:</b> Super enjoyable, with different artstyles and procedural rooms, very impressive!				

INNOVATION - How original and interesting your concept for the game was.					
Score	None - 1pt Could easily be a copy of another game, not an original creation.	Poor - 2pts Seen it before, but some elements were altered.	Average - 3pts A classic concept with some new innovations.	Good - 4pts Very fresh original concept, or fresh take on an existing concept.	Excellent - 5pts Brings something entirely new and original to the game space.
<b>Freddy</b>				✓	
<b>Foxy</b>				✓	
<b>Bonnie</b>				✓	
<b>Chica</b>					✓
<b>Purple Guy</b>					✓
<b>TOTAL:</b>	4.4 /5				

Comments:	
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THEME - How well your game uses the theme.					
Score	Not Present - 1pt Cannot make a correlation to the theme in the game.	Poor - 2pts Some reference to the theme can be made, though it's a stretch, and/or not strongly used.	Average - 3pts Incorporation of the theme is present throughout the game. Obvious connections can be made.	Good - 4pts The theme interpretation is smart and used throughout the game.	Excellent - 5pts Brilliant use and interpretation of the theme, it is incorporated in every facet of the game.
Freddy			✓		
Foxy			✓		
Bonnie				✓	
Chica					✓
Purple Guy					✓
TOTAL:	4 /5				
Comments:					

GRAPHICS - How cohesive, well-presented and appealing to the eye your use of graphics in the game was.			
Score	Bare minimum - 1pt Not much effort or care is put into the graphics. Consistency is lacking in the style. No use of shading, colour matching or other art techniques are used and/or fonts are not legible (if these were not part of the game's design).	Decent - 2pts Graphics are about what you'd expect for a game jam. Decent enough use of a style and consistency throughout all visual assets. Clear artistic technique is employed to ensure a mostly cohesive looking game.	Visually stunning - 3pts It is clear that lots of blood, sweat and tears went into creating this visual masterpiece. The artist went above and beyond the expectations for a jam. Visual assets are cohesive, consistent and of great quality. Attention to detail is abundant.
Freddy		✓	
Foxy			✓
Bonnie			✓
Chica			✓
Purple Guy			✓
TOTAL:	2.8 /3		
Comments:			

TECHNICAL - How functional, polished, and error-free the game was.			
Score	Riddled with bugs - 1pt Game is or nearly is unplayable and thus crushes the overall experience of the game. Could be a sign of not enough testing or lack of time to test the game.	Nearly bug free - 2pts Developer has written good code with nearly no bugs. Bugs do not interfere with the overall experience of the game. Feels about standard for a game jam submission.	No bugs encountered - 3pts Game is a breeze to play on the technical side, all works as intended with no noticeable bugs or errors in sight. Feels smooth and polished, ready to be demoed anywhere.
Freddy		✓	
Foxy		✓	
Bonnie		✓	
Chica		✓	
Purple Guy			✓
TOTAL:	2.2 /3		

<b>Comments:</b>	<b>Freddy:</b> Had some issues with falling through the map, and sometimes the room would still be askew after rotating. The very first 2D room also didn't have any colliders preventing me from leaving! No other game-breaking issues, but pretty standard for a jam.
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AUDIO - How well the use of audio works in your game, including music, sound effects, voice acting (if any).			
Score	Audio exists - 1pt The bare minimum of having an audio file exist in your game somewhere that can be heard at a certain point in the game. Nothing to be said of its quality.	Used decently - 2pts Audio is used appropriately and throughout the game, and sounds decent enough. Is mostly appealing to listen to but doesn't change or improve the game that much. The quality is good.	Evokes emotional response - 3pts Audio is utilized as a great emotional tool to shift how the player is feeling or responds to events throughout the game. The quality is superb and clearly made by someone experienced.
Freddy			✓
Foxy		✓	
Bonnie			✓
Chica		✓	
Purple Guy			✓
TOTAL:	2.6 /3		
Comments:	Bonnie: catJAM		

RESULTS	
TOTAL OVERALL SCORE:	20.4 /24
AWARDS:	Second Place - Podium!

**Comments:**

**Freddy:** THIS CAT IS SO GROOVY! I love the 2D and 3D versions of kitty cat :) This game is lots of fun and actually gets pretty challenging. The music is also fantastic, though I wish I could hear more. I also fell through the map twice early in the 3D section and had to restart the game, but I was rewarded for my efforts to beat the game with a cute lil picture at the end. I can only imagine that kitty is happy to be free from the backrooms. Great work with the procedural generation aspect of the levels. It seems there's always still some sort of path to the end of the tunnel regardless of how many spikes and blades there are. I'm impressed, good work team!

**Foxy:** I really enjoy the overall visual presentation! I'm very impressive with every perspective and dimensional shift as you progress. Not only I do it provide a unique visual experience; It allows the gameplay loop to stay fresh while keeping players on their toes! I only encountered one bug throughout my playtime in the form of geometry clipping. This caused my lil cat to fall into the void ;( I'm also impressed with the how well the procedural level generation as the difficulty increased!

**Bonnie:** I had to play about 8 times to get the winning screen and I enjoyed every attempt. The visuals were amazing, the music was groovy, and the gameplay was fun... your game is very impressive. I loved the transitions from 2D to 3D, how smooth they were, and how 3D models may appear during the 2D gameplay and vice-versa. The only bug I encountered was when I fell through the map. However, this only happened to me once. The procedural generation and the increase of difficulty are also very impressive. Your game is very fun, easy to pick up, and challenging. Great work!

**Chica:** Visually stunning (I loved the cute artstyle of the cat!), the whole concept was very original, audio stunning but a bit repetitive (could have been better if there was like 2 different track in the 3D world & the 2D). I loved the twist in the concept with the whole switching between 2D and 3D. I did encounter a bug. If you twist the wall right before you switch between the dimensions, the obstacles and the next door would not load properly. I also love the procedural generation aspect of the game as well. The theme was indeed very present and I believe the implementation of it was done very well. A suggestion for the wall switching in the 3D levels, I'd much rather have the switching on E & Q instead of the side of the arrow buttons because at times I would confused myself and switch walls when I did not want to do that. Other than that, I'm shocked at how good of a game you guys came up with in such a short time. Good job guys & keep polishing it I'd love to see the end result of you guys' vision!

**Purple Guy:** Brilliant in every aspect! This game is exceptionally polished, innovative, creative, and highly entertaining. The gameplay flows so well, I enjoyed every attempt to collect all the yarn. I love the art, the music, and the smooth transitions from 2D to 3D and vice versa. You guys did an incredible job incorporating the theme to the game. This is astonishing work, exceedingly well done!