Your Name: 　　　　　Your Stud

Second Game Title (Team #): Lost Arcadia (Team 7)

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In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting　　　✓Interesting　　　☐Just OK　　　☐Not Interesting　　　☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting　　　✓Interesting　　　☐Just OK　　　☐Not Interesting　　　☐Totally Uninteresting

Write your critique in the space below:

It is always challenging to develop a Mega-Man style 2D platformer, as there are many other games who tried to recreate this formula. One of the aspects of the game that felt promising was the variety of abilities the main character can use. Normally, in 2D side scrolling platformers such as Mega Man, the abilities are very similar to each other, usually a variation of the projectile used for basic attacks. However, in this game they seem to be very different from each other, for instance, gravity control and absorbing enemy corpses seem to differ a lot in gameplay, which provides the player with a wide variety of tools for him to progress. A suggestion I would give to the team is to limit each ability per level, so players can learn how to master each one of them in order to defeat enemies and bosses. This would also avoid the player to be overpowered at a later stage.

First Game Title (Team #): Lost Arcadia (Team #7)

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting   XInteresting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting   XInteresting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

Write your critique in the space below:

Lost Arcadia by Group KO is an action/2D platformer game made for PC, MacOS and Linux. Strongly inspired by japanese-style manga, the game follows Iris, a cybernetically enhanced female, on a mission to kill some evil. Using her special equipments, Iris can create energy blast to propulse self, deflect enemies bullet and control enemies position. She also can use Ice Walls to again protect from enemy bullets, create platforms and bounce off her own projectile. Finally, Iris can generate a gravitational field which allows her to move freely, slow down projectiles and trap enemies. All of these abilities are mouse based, with the ability to choose a specific tool using the keyboard. In addition, the game will feature dialogue tree when interacting with NPCs, which might suggest that the game will feature complex story with crucial decisions which will impact the outcome of the game and the story.

The Mouse-based mechanics Group KO introduced is an interesting concept, particularly in a 2D platform environment. However, the team should find a way to limit the range of the abilities as well as the rate at which you can use your ability to keep the game moderately difficult. In addition, the different tools should be introduced progressively to not overwhelm new player and make the levels increasingly difficult by adding new mechanics. The mechanics also offer potentials in terms of developing puzzles in terms of moving through the level and reaching different platform. Regarding the story, I think the clarity of the plot needs to be improved in order to offer a compelling experience and give more importance to the dialogue-tree mechanic the team wants to introduce. However, the style and the setting of the game give themselves to a potentially rich story with interesting characters.

Lost Arcadia has great potential to become an interesting 2D platformer with its multiple mouse-based mechanics and a potentially rich-story. Group KO need only to find the right progression of difficulty and a compelling and well-developed story to keep the player interested.

Game Title (Team 7): Lost Arcadia

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting   **X** Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting   **X** Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

Write your critique in the space below:

This game, Lost Arcadia, is an action-based shooting 2D platform with mouse-based abilities. The main protagonist of this game is a female anime avatar called Iris which follows a linear, level-based progression system in order to evolve within the storyline by using mouse-based support abilities encompassed of an energy blast, ice wall and gravitation field. The main protagonist of the game contains its support abilities as well as mouse-based aiming and shooting as well as the ability to absorb energy from the corpses of its enemies to power up her firing weapon. The reference art used for the development of this game is Mega Man. The developers wish to incorporate most of the abilities and animations used within Mega Man to create their game.

Making the main protagonist at the center of the game with easy to learn mechanics is a very smart tactic in order to grab your players attention quickly into the gameplay. The abilities for the main character seem very well thought-out, both the Ice Wall and Gravitation Field as well as the Energy Blast were well defined through illustrative diagrams which I hope will turn out the way you designed it. Although you seem to have created a strong storyline for your main protagonist while still staying true to the 2D platform pixel art usually required in these types of game, I am unconfident about your desire to make it as much as possible original by designing yourselves the art required for the main character, the level design, and animations required. Although you seem to have an extraordinary artist within your team most capable of accomplishing the work required I would not hesitate on moving to prefab assets as having all the work to design, produce and animate for a single member of your team could potentially delay your planned development schedule.

I do really hope that you will be able to accomplish your set forth task for this game development as it seems to have a well-structured storyline, a good reference base if kept true to wanted to make it the same style as Mega Man and No Time to Explain. I am most confident about your chosen ability for the main protagonist of your game, if you manage to design them correctly and your level design keeps true to your futuristic ideas for its creation, your proposed game can turn out extremely well by creating a balance between both the mechanics of the game and the gameplay itself.

First Game Title (Team #): **KO** (**Team 7**)

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting   ☒Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting   ☐Interesting   ☒Just OK   ☐Not Interesting   ☐Totally Uninteresting

Write your critique in the space below:

It was very good that you had a Development Plan. (Even if you don't stick to that plan, it's very useful to have a rough guideline to track your progress.) The Development Plan on the slides only talked about the art and audio design, so if you haven't added the following to your plan already, some other tasks that could be added to your plan are: 1) Designing Levels 2) Building Levels in Unity 3) Writing the story 4) Programming game mechanics 5) Make cut scenes (if necessary)

The biggest potential problem I think you could run in to while developing is that your character seems to have a lot of possible powers (Energy Blast, Ice Wall, Gravitation Field… and each one of those has multiple possible moves). This could lead to a problem or a glitch if a player tries to do 2 things at once (i.e., an Energy Blast Propulsion + Gravitation Field). So either keep that in mind or maybe only allow your player to have one power-up at a time (Energy Blast or Gravitation Field, but not both at the same time). Also, with so many possible moves, it might be useful to have a tutorial showing how to use the moves, or maybe just have a "How To Play" guide somewhere that the user can access, to remind themselves how to use all these moves.

Another potential trouble area I see is that you said you would be doing "voiceovers". If you're going to do voiceovers, don't be shy on the microphone. Be loud and confident. And try to record with decent sound quality. Because if you get on the microphone, and just quietly, shyly mumble your words, with bad sound quality… your voiceovers could end up sounding horrible and amateurish. (Some of your group members don't speak much English, so there's also a danger that, if you don't speak clearly and confidently in the microphone, the player won't understand anything you're saying, which won't be a good experience for the player.) So don't be embarrassed when you're recording. Be confident. And try to speak as clearly as possible. And maybe show a transcript of what is being said on the screen (if possible), so the player can read along, just in case.

You mentioned something about being able to "absorb enemy corpses"… I forget if different corpses would give the player even more abilities? (Do you get the enemy's abilities?) If they do give the player more abilities, that would be quite a lot to program since your player already has quite a lot of abilities already.

You mentioned that Megaman was one of the influences of the game. Megaman doesn't have a linear story (in a Megaman game, you can start the game on any level). So if you're having trouble writing a full story, you could go the Megaman route and just keep the story minimal, allowing the player to start on any level. Just an idea, if necessary.

The teacher suggested you could have "different endings". So that's another possible idea.

That's everything I can think of!

First Game Title (Team #): 7 - KO

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting ☐Interesting ☐Just OK X Not Interesting ☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting ☐Interesting ☐Just OK X Not Interesting ☐Totally Uninteresting

Write your critique in the space below:

Lost Arcadia is a 2D action platformer game developed by KO. They target the PC audience with their game, and more specifically people who likes good story. The game will be linear, which gives more control over the story telling, and will features different levels. The games will take references from various games, including megaman, icey and no time to explain. Their main hero is a girl, called Iris and she will shoot her way through Lost Arcadia.

The first key mechanic of the game is the aim and shoot features from the mouse. This main features will be the reasons why the game is an action since the player will need to shoot all the time to get rid of different enemies. It is a proven mechanic since megaman used it and became very popular and can bring nostalgia to a lot of player. It is also generally easy to port over console. The player will be available to absorb enemy corpses to power up bullets and will have abilities based on the mouse, e.g., energy blast.

The second key mechanic is how they will provide the story to the player. Player will have different options of dialogue from a dialogue tree. Games with story usually have a better player engagement, if the story is good. Cutscenes can help in the matter, but they are generally very long to make.

Overall, it seems like a good game but it does not revolutionize anything. This genre have been developed quite well and it seems this game is not taking any risk. If the story is well done and the game feels great it will have a chance with the current fan base of the genre. It looks fun, but nothing new.

First Game Title (Team 7): Lost Arcadia [Group KO]

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting   X Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting   X Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

Write your critique in the space below:

Lost Arcadia is a one player, 2D platformer, side-scroller, hash and slash game intended for Windows, MacOS and Linux computers. The goal of the game it to progress through all the levels to defeat the boss at the end. It's hard to elaborate more on the storyline and the more detailed goal because it was very hard to hear the speaker from the back of the class, and there is not much in the presentation itself to refer to.

In terms of the game mechanics, the mouse-based abilities the game will support really stood out from the ordinary. The versatility of the main character's abilities makes the core mechanics of this game very smart and interesting. Each one is versatile and can be used for more than one sole purpose. For example, the ice wall in particular is great because it can be used as a shield, a platform and as well as a reflective surface to reflect attacks; this is a great use of this game mechanic. The gravitational field is also a versatile mechanic which I found to be the most interesting because of the affects it should have on the gameplay. It allows the main character to slow projectiles and even more interestingly trap enemies. This is very original and will be exciting to see this mechanic come to life, as gravity as well as physics will have to be considered to make this as realistic and as functional as possible. The character's abilities alone will make for an interesting game play and keep the natural progression of the game intriguing by obtaining all these special skills. By acquiring them one by one, it brings another objective to the game other than simply getting to the main boss and defeating them, but as well as work on character development through their special abilities and skill sets.

Despite the lack of my understanding of the storyline, based on the story game and style references, this game should be a very interesting 2D platformer, especially with the mechanics we can expect for this game. I think this game has great mechanics that will make this game very enjoyable and fresh.

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting   ☐Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting   ☐Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

<u>Write your critique in the space below:</u>

<u>Introduction:</u>

The game's name: "Lost Arcadia". Number of players: one. Genre: Action, 2D Platform. Targeted Audience: not specified. Platform: PC, MAC and Linux. Game's mechanics: Action (shooting) and dialogue tree. Progression style: linear and level- based. Related games: MegaMan , Icey ,Azure striker gunvolt and No time to explain. Game play and mechanics: Aim and shoot with mouse, Absorb enemy corpses to power up bullets and Mouse – based support abilities (like energy blasts, ice wall and gravitation field). Art references: Icey (story reference),Celeste,Cave story, Momodora (style references).

<u>Analysis:</u>

Target audience are not specified, transitions between levels are not clear, perfect detailed game mechanics and game play description, fighting techniques of the hero are well specified too, game theme and Era are not clarified, the types of enemies and their numbers at each level are not clear, are they all one type only? There are bosses or no? . There is no tutorial levels option to help the player what's the controls, how the game is played.

<u>Conclusion:</u>

I think it would be better if the target audience are specified and Story line needs to be improved to fit with the levels scenarios, also enemies types need to be specified and transitions between levels need to be clarified. Each level may have different enemies with different powers, fighting styles and stamina. . Tutorial levels option need to be added, so the player wont be lost.

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First Game Title (Team #): Lost arcadia (#7)

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

■Very Interesting □Interesting □Just OK □Not Interesting □Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

■Very Interesting □Interesting □Just OK □Not Interesting □Totally Uninteresting

Write your critique in the space below:

Introduction: Lost arcadia is a 2d Platformer action game for 1 player. The game features a female (robot?) protagonist named iris who must embark on a quest to save humanity from a virus that turns them all into trees. The game is linear with sequential levels and its combat is focused on mouse based actions. The mouse is used to select a location to preform a variety of attacks (ice wall, repulsion field, gravitational field, etc.) which have multiple functionality, both in combat as damage options and as movement options. The game is set in the future and features energy and health management. Also, enemies can be absorbed top power up bullets.

Analysis: having several attacks that each have multiple uses allows for innovative and creative thinking on the part of the player. A Similar mechanic can be seen to a lesser extent in the rpg divinity original sin 2. All moves have a direct function but some have smaller side effects which make the gameplay far more engaging and rewarding (e.g. a move that both attacks and moves the player, a move that attack and also sets the tiles to a certain floor type, etc.).The difficulty with a mechanic like this however is to both not create a move/s that is/are overly powerful (players will be rewarded for choosing the same option which makes the game feel dull) and to avoid having a lot of challenges that accept far too many solutions (if all solutions work then there is no need to try anything new which leads to boredom).

Conclusion: this game has a lot of potential with both the mechanics and the story (e.g. Could use the name iris as a metaphor for how she see's the world like 2b in nier automata). Although this game may run into difficulty with balancing the move set's and building levels around it, the gameplay regarding the mouse abilities should be enough to make the game interesting regardless of game around it (Of Course for the game to be good it should have the other elements but I am just stressing the potential in the gameplay mechanics).

Second Game Title (Team 7): Lost Arcadia
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In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting   ☐Interesting   ☐Just OK   ☐Not Interesting

☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting   ☐Interesting   ☐Just OK   ☐Not Interesting

☐Totally Uninteresting

<u>Write your critique in the space below:</u>

As a fan of platformers, I can defintiely say this game has my attention. I am very intrigued by the action oriented gameplay as well as the visceral movement mechanics you want to introduce.

You chose quite a number of abilities to implement. The propolsion looks like it could be quite fun because it reminds of the really big jumps that the player can pull off in N+. Controlling the enemy position also looks like it has the potential to create really unique ways to solve a level. Having to use my mouse is also something I look forward to seeing since I'm not sure I ever had to use a mouse on a platformer before since I only play them on consoles.

However I'm not sure if you have too many abilities. I'm not certain it is necessary to have deflect and protect as they both do something similar. If I can choose to deflect an attack, why would I ever just use protect?

Also for the gravitational field, I'm not sure if its necessary to have that as well as the self propolsion and the Control enemy position.

My concern is that there might be too many abilities here to balance the game around. Many good platformers focus on a small amount of mechanics and do them really well. Designing levels around 6 or 7 mechanics is a very challenging task that I'm not sure can be accomplished in the time that is given to complete the project.

My personal opinion is that you can make a very exciting platformer with the first three mechanics that were mentioned. Three mechanics done very well is better than more options that are not done well.

Lost Arcadia by KO (Team 7)

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting   ☐Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting   ☐Interesting   ☐Just OK   ☐Not Interesting   ☐Totally Uninteresting

Write your critique in the space below:

Lost Arcadia is a 2D platformer by Group KO. Lost Arcadia has a story-based linear progression divided up into levels. The protagonist, Iris, has three abilities that aid her in defeating enemies and moving about the levels. The energy burst is an explosion that can be used to push both the player and enemies or it can be used as a shield against projectiles. The ice wall ability creates an ice platform that can be used as a shield or it can be used as an extra platform for the player. Gravitational field creates a field around that player that slows projectiles and enemies, and allows the player to dash in one direction.

A 2D platformer is a common choice, therefore it is necessary to design your mechanics in a way that creates a distinct play style. The cover art and Iris's concept art are well done and the character design is cute and memorable. The abilities seem to overlap in their effects, find a way to give them separate and unique effects. The presentation did not mention it, but will there be bosses of any kind? Bosses would add variety to the levels and can tie into the story.

Lost Arcadia is a platformer with great art and story, but needs to polish its mechanics and gameplay further. Adding bosses to the end of levels will link the story to the game and add some variety in the gameplay. Narrowing down and separating the abilities effects will challenge players to strategize their use of the abilities and differentiate Lost Arcadia from other platformers.

First Game Title (Team #7): **Lost Arcadia**

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):
□Very Interesting   ■Interesting   □Just OK   □Not Interesting   □Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):
□Very Interesting   ■Interesting   □Just OK   □Not Interesting   □Totally Uninteresting

Write your critique in the space below:

        The game *Lost Arcadia* – developed by Group KO – is a single player story-driven game with branching dialogue options. The gameplay consists of 2D platforming and shooting. The character, named Iris, will have abilities that the player can use. The first ability is an energy blast that could allow the player to propel themselves further, deflect incoming projectiles, or move enemies around. The second ability is an ice wall that could be used as a platform, shield, or a wall to reflect an attack from the player. The final ability is a gravitational field which allows the player to change direction, slow down projectiles or trap enemies. *Lost Arcadia* will play like Mega Man X, Azure Striker Gunvolt, and No Time to Explain. The story will be similar to in theme to the game Icey. The art will be similar to Celeste, Cave Story, and Momodora: Reverie Under the Moonlight.

        Lost Arcadia seems to be pulling a lot of inspiration from tried and true 2D platformer mechanics which should prove to create a very interesting game to play. The main pitfalls with this game come down to how well the abilities are implemented, and how well the story is written. The first ability – the energy blast – seems like it will be fun to use and could add depth to the platforming and level design. The second ability – the ice wall – seems very similar to the first ability. However, this ability will make the game more beginner friendly. In order to keep both there should be less overlap in the use-cases for the abilities, particularly with respect to the propel/deflect and platform/protect nature of the respective abilities. The last ability – the gravitational field – if well implemented can be used for some very interesting platforming sections. If the game does not have a well written, and interesting story, the game will become just another 2D platformer. This could be mitigated by very interesting level design or some other aspects. However, the story is the best way to make it interesting, and it will cause the game to have a larger appeal.

        As a person that enjoys platformers, I think that the game could be very fun game to play, and the story will add a nice layer on top of that to complete the package. I also think that the energy blast should not have the ability to deflect projectiles as that should be left to the ice wall. Additionally, the ice wall should not have the ability to be used as a platform since the energy blast can be used to accomplish a similar task, but also adds complexity to the platforming aspect.

Second Game Title (Team #): __Lost Arcadia by KO (#7)__

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting ■Interesting ☐Just OK ☐Not Interesting ☐Totally Uninteresting

In comparison to your own game, you find this game (please mark the box):

☐Very Interesting ■Interesting ☐Just OK ☐Not Interesting ☐Totally Uninteresting

Write your critique in the space below:

"Lost Arcadia" is a single player action 2D platformer. The goal of the game is to progress through the levels by defeating enemies. The main character, Iris, can shoot enemies as well as use powers to help control them. These powers include abilities such as shields and energy blasts. Bullets and abilities are fueled by killing enemies. There is also an RPG element in the game which includes a dialogue tree and voiceover.

The dialogue tree is a clever feature for this game. It allows the player control in directing the story, even in a linear game. It helps to bring Iris to life and makes the player invested in her journey. It is important, however, that it be done well. As with most RPGs, the decisions the players make should feel like they matter. Even if it does not affect the game, it could perhaps affect how other's treat them. An example is that a character may be a little more impatient with Iris if she is rude to them. This could be implemented using a simple influence system. The character's response to the player's dialogue choice could be chosen not only by the which option they picked but also the current influence level of the character. If Iris is nice, influence with them improves and vice versa. This could help the game feel more natural and alive.

The ability mechanics also interesting. There are three different abilities, energy blast, ice wall, and gravitational field. These abilities use energy drawn from enemy corpses and are used by drawing with the mouse. Mouse based abilities in platformers are a feature that should be well tested for precision and for ease of use. They can occasionally be difficult to use as may cause the player stress if they find the controls difficult. Frequent play testing from the intended audience could provide valuable feedback to fine tune the controls to make a great player experience.

The abilities themselves seem like a lot of fun. The ice wall in particular ads a lot of player agency by being able to create platforms that were not there before. Balancing is key to making each ability feel needed and unique. From the design this feels very well done. There are some ability features such as Ice Wall's platform and Energy Blast's propulsion that can be used to solve the same problem, but the other features of the abilities still make them unique enough to warrant them both existing. As with the mouse controls, the success of these features relies on testing, feedback, and tweaking. The strength of the gravitational field, for example, could make the feature feel overpowered or, opposingly, too weak to be useful. With proper balance, this trio of abilities will bring something very unique to the game and make is much more fun than without.

"Lost Arcadia" has a lot of potential and very cleaver ideas. For the game to be fun, the concepts proposed need to be well tested and well balanced. This will make the player feel powerful while still providing them with a challenge. The dialogue tree will also help engross the player into the game's story. Over a few iterations, "Lost Arcadia" could become a fun and challenging platformer that has a lot of heart.