**Evaluation report**

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We received a total of 90 individual feedback replies on our concept pitch. This short document will evaluate the feedback and possible adapt our game concept accordingly, starting with the negative comments.

When analyzing the negative feedback, a few comments occurred in a relative high frequency. The first one, mentioned 32 times, is the lack of any concept art. Due to time constraints, we did not have enough time to make original concept art and it was not allowed to use assets from existing games. We decided that we wanted to focus on a clear and detailed presentation rather than creating some artwork last minute. We did not expect that so many people missed the inclusion of concept art but now we know the importance of concept art even when the presentation clearly explains the concept with multiple concrete examples.

The second topic of feedback, that occurred 17 times, is that people wondered why you would corrupt everything as the necromancer because it just makes the game harder as the knight. In general, the game has a base level of difficulty, which is already skill-testingly hard and the game gets even harder when the player in general plays better because the corruption level is based on things like completion time, checkpoints used etc. These reflect the skill that the player has. It is not possible to corrupt nothing or almost nothing, it’s more a difference of being evil and super evil, not being a little bit evil. This also makes multiple playthrough interesting because playing a game for the second time, you’re probably better than the first time you started playing. We thought this idea was quite clearly explained during the presentation with examples but apparently not. For the next time, we should explain difficulty alternating mechanics more in detail, to a very basic level so everyone clearly understand the idea.

Finally, there many comments which occurred maybe once or twice, often claiming that something was unclear which was included and explained in the pitch. Often very basic things like the perspective (The slides and presentator both mention 2D but due to the lack of concept art, we can understand this question if they missed the 2D part), which characters you actually play, general goal of the game etc. Also there were comments about some stuff we weren’t able to cover due to time constraints like more about the story, what kind of enemies we are going to use etc.

We also received positive feedback. It was mentioned a total of 39 times that our presentation was very in depth with clear examples (specifically mentioning the clear explanation of the gameplay) and 29 times that they liked our concept, playing the bad guy and the corruption mechanic with changing levels. All other positive feedback was about the speaker or the quality of the slides. We will remember this for future pitch presentations.

In general, we could say that concept art is necessary for a concept pitch and we need to explain more complicated mechanics that affect the difficulty of the game in one way that it is clear that listeners don’t assume by themselves that it also works the opposite way.

One thing that we do want to mention, is that in general the people that gave unlogical feedback about something that was clearly mentioned in the pitch, mentioned games which didn’t fit our game at all like GTA, Assassin’s Creed, Left 4 Dead, MOBA’s. However, the people that mentioned games that matched our game gave more constructive and informative feedback. They mentioned games like Rogue Legacy, Castlevania, Shovel Knight, Dark Souls. This gives us the idea that people our game concept might be harder to understand for gamers that lack knowledge and experience with more ‘old school’ games as they in general mention newer games in totally different genre’s which are not considered old school.

The next time we would make a pitch presentation about this game, we would make it similar to our current one except we would add supporting concept art in order to set the base idea of the game. We would also focus more on the corruption mechanic in order to prevent misunderstandings about our concepts and if we had more time, we would include more about the story.