

GAME 400/490, Spring 2023

Midterm Evaluation, Semester 1

Team Name:

Total Letdown Games

Project Name:

When Robots Bleed

Team Members:

Laila Abuelhawa
Jovian Cardona
Emanuel Dorsey
Jovan Gethers Rizza
Jason Leung
Robert Newman
Joseph Pak
Simi Virdi

Overall Midterm Grade:

85%

Generally speaking, I like the concept of your game. You seem to have thought out the story and mechanics quite well, but I'm not seeing a lot of actual progress at this point.

I don't see any concept art or any level designs at this point. I don't know exactly what this game is going to look like yet. The documentation is good, though it needs more focus in some places. The GDD seems to need the most revision. It feels rushed, and could use more detail and definitely concept illustrations.

Keep going, be sure to fill in the blanks and be ready for the next phase. I'm looking forward to seeing how the prototype and vertical slice turn out.

Game Design Treatment (one-sheet and 10-pager)

85%

1-Pager: 90%

Nice 1-sheet overall.

The logo for the game, though impactful, is hard to read. You want your game logo to be legible or it's not helping.

Is there a reason why it's do overwhelmingly gray? Is that the mood of the game? You want your color choices to create a specific mood to make your game attractive.

10-Pager: 80%

I like your layout and the mood you're creating very much.

The font is overwhelming. Never use all-caps in the body of your text. It's ok for headers, but not the paragraphs. Makes it hard to read.

It's generally not a good idea to use art from other games in your 10-pager. It's not yours, and you haven't got the copyright for it. Get your artists on making concept art. Rough concepts are good at this stage, but you should replace it immediately with more polished versions as soon as you can.

Your 10-pager is 17 pages. Keep it to 10.

Style Guide

93%

Nice style guide. I like how comprehensive it is.

Use more circles and arrows specifying exactly what you're talking about and how you want that element used. You have some, but more would help. Context is key.

Asset List/Schedule

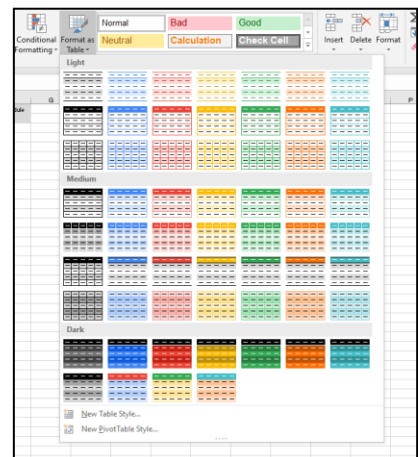
80%

This is a good start, but it needs to be more comprehensive.

A production schedule should be a comprehensive table with literally every task, no matter how small, that has to be completed between now and the end of the semester, along with the estimated time it will take to complete it, dates for completion, and team members assigned to complete it.

For example, break up the animations into each individual task. If it requires time to make, it needs to be included. It's designed to track your progress every day, so you can see how the game is developing in real time.

Set up your Excel sheet (if you're using Excel) as a table so that you can change the order based on category, so that you can easily list based on group members or date or asset type or even percentage completed. I can help set this up if you need it.



	Normal	Bad	Good	Neutral	Calculation	Check	Grid
Light							
A							
B							
C							
D							
E							
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G							
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X							
Y							
Z							

GDD

80%

This is a good start, but it doesn't seem finished.

Some sections are left unfilled or without information there are parts of the audio that are left blank.

The doc ends abruptly: a header for Game Art, then nothing.

Add a logo for your game and your company on the title page.

Be aware of your layout. You have a lot of blank or mostly blank pages.

Your level section has only one map (the world map) which is scribbled and very difficult to decipher. It's also the only image in the entire document. This document is all about communication; make sure it communicates everything clearly.

Overall, this document feels rushed. Give yourself time to create a comprehensive GDD; it's vital as a resource for daily production.

Pitch

80%

Title slide. Nice logos. Is that a skull in the middle? Not sure how it relates to robots.

Survival horror. Metroidvania + horror. Good slide, though you've got a bit of dead space. Images could be a little bigger for emphasis.

Broken world. Bots living in old human world. Stop new virus. Is the first image an example of a level? What are we looking at?

Gain new abilities. This sketch is not doing your pitch any favors. Have your artists come up with something cleaner and easier to read, something that looks professional. What abilities exactly? List them on the slide and talk about them.

Dangers. Saying the dangerous enemies will all try to kill you is a bit redundant. The art doesn't match each other; the one on the left is a rough sketch (which should be polished) and the one on the right doesn't look like a robot. Is that your team's art? Why doesn't the rest of the art look like this? Run? Is that the only option with hunters? Can you attack them later, with powerups or leveled up abilities?

Combat. Dodging and avoiding. I'm confused. That's not combat. Blade and energy pistol. What good are the weapons if combat is focused on avoiding? Energy used as a resource.

Summary. You have a lot of information here that was not in the slides. This is the first slide that says it's 2D, and you list environments you didn't talk about. Keep in the same order as the slides to keep it from being confusing.

What is it on. This slide should have been sooner. You keep going after the summary. The summary is the conclusion. Save it for the end.

Thank you. This slide is unnecessary. End on the recap slide. Include a really cool image that stays up on the screen during Q&A, burning into their memories while you discuss the best parts of your game. How you end the pitch determines if you've got them hooked or not.

Q&A. Soft locking? Certain areas of map for refueling. Survival mechanics. Focus on enemies (doesn't really answer the question). Save points? Why wasn't that in the pitch? Hunters are constant threat. Is there a way you make them scary (audio, effects, etc)? line of sight? Yes and no. More information that was never mentioned in the pitch. How long is the game? You give a long indirect answer. Then you say 7-8 hours. How did you come up with that number?

You go way over time. Stick to your time limit. Don't let the questioners dictate your time, cut it off if it gets too long and tell them reach out if they have any more questions. Also anticipate what questions will likely be asked and answer them in the pitch itself.

Professor Casey's Feedback:

When Robots Bleed. Interesting logo and theme? Hard to tell what is in the middle of the logo?

Hybrid. Survival and metroidvania. Horror. (Survival and horror are different)

Broken World. Bots live in ruins of human. Not sure that the game is or looks like? Where is the agenda? You are just a 'bot'.

Abilities Factory. Title is too long and not formatted right. New abilities but you don't show/say what they are? You sort of talk about it verbally but not on slides so how would someone know what those are if just viewing the slides?

Dangers. Enemies and hazards. Robotic monsters. Hunters. Invincible? Huh? Image on right doesn't look like other robots?

Combat. Dodging. Gun and blade. Simple combat. Level and upgrade weapons. Use energy as resource.

Summary. 2d metroidvania game based on horror and survival. (This is the first time I read/saw it was 2d?) Factory and spots (nice to see names but where were they in the slides?). Hunter bots. New abilities. Not same order as slides?

[Where are all the details or cool stuff you only hinted at earlier? (Upgrades?)]

Where? PC/Console.

Thank you. You should have stopped on summary slide and kept it up.

Q: Survival game? A: Enemies. (Not really a survival game) Save points? (Never mentioned before in slides and temporary? Huh?) Hunters. (Just rambling now.)

Q: Line of sight on Hunters? A: yes and no. (then you kinda brainstorm)

Q: How long is game? A: Talking about areas and keys. Didn't give an answer. 7-8 hours? (How?)