First Semester Groups:

Please post your game treatment documents in a thread. The thread should be named with your group name and game name. In the thread, including both of the documents (1 page and 10 pages) for review.

# Game treatment page

All Semesters:

Once all game treatments are posted (week 2) and you are assigned to provide feedback (week 3), please provide the following type of feedback on at least one of the threads.

At least two things you like about the idea.

At least two constructive ideas on how to possibly improve the idea.

At least one question you still have about the game based on only what you know from the documents.

This feedback is part of your participation grade.

I like the survival aspect of the game like the many resources that you need to manage in order to survive. Having the player manage their resources to survive will mean that players need to take action depending on what they need. I also really like the environmental theme of the game focusing on surviving the harsh cold winter weather in the mountains. I think with the enemies you should incorporate some harmless dear or hare into the game for hunting as it is a survival game. Another thing I would like to add to the game is some camping for this game. Like making a base camp the player can be used for anything like cooking to survive the cold and it could be how you save in the game too. One question I still have is if the town or really the game will have any NPC that you can talk to or interact with?

# Style guide

All Semesters:

Once all style guides are posted (week 3) and you are assigned to provide feedback (week 4), please provide the following type of feedback on at least two of the threads.

At least two things you like about the art direction.

At least one constructive idea on how to possibly improve the art direction.

At least one question you still have about the art direction based on only what you know from the documents.

This feedback is part of your participation grade.

Brenton Figures-Mormon

StyleGuide

I really enjoyed the simple and very colorful style of your art style as it makes it very eye-catching to the player. Also, I like the nostalgic and simple low poly style for your model in this style guide. It makes it very appealing for a certain types of players. One thing I think could be changed would be enemy variety and design. I get the idea of having subtle traits to show stronger enemies but it may be too hard to notice in battle. It would be good to have some clarity on which enemies to prioritize. Finally, I have one question if the game world is going to focus on one set the city, or if there are a variety of different settings inside the buildings?

# Asset List/Schedule Feedback

Once all groups have posted (week 4) and you are assigned to provide feedback (week 5), please provide the following type of feedback on at least one of the threads.

At least one good thing about the asset list or schedule that makes you feel comfortable about the game direction.

At least one constructive ideas on how to improve the presentation of the list/schedule.

At least one question you still have about the game vertical slice based on only what you know from the documents.

This feedback is part of your participation grade.

# GDD Feedback

Once all GDD are posted (week 5) and you are assigned to provide feedback (week 6), please provide the following type of feedback on at least one of the threads.

At least two things you like about the game based on the details provide in the GDD.

At least one constructive ideas on how to possibly improve the game based on the GDD.

At least one question you still have about the game design based on only what you know from the documents.

This feedback is part of your participation grade.

+Ratio GDD

Two things I like about this game based on the GDD are the art direction and style of the game. your game wants to take the Japanese aesthetics and push the style into this game. One criticism I have for this game is the level layout specifically that it only has the location of the level like the lower west zone of the mountain. I think it's missing the setting of the level like if that first level is only in a cherry blossom forest or if it will be a snowing mountain. One major question I have is exactly how you go from the overworld to combat in the game.

# Presentation Feedback

All Semesters:

Once all presentations have been given in class and posted here (week 8) and you are assigned to provide feedback (week 9), please provide the following type of feedback on at least one of the threads.

At least two things you liked about the presentation (powerpoint or actual presenting).

At least two constructive ideas on how to possibly improve the presentation.

At least one question you still have about the game based on only what you know from the presentation.

This feedback is part of your participation grade.

Project Shell/Anachronism Entertainment

What I like about this presentation is the milestone that shows how your game in terms of progress will look like. I also like the model showcase of the food mutein enemies. One thing I think could be improved is the story part of the presentation as I wish to know more about what to story will be for a tower defense game. The second thing that could be improved upon is the style of the presentation. I think having some food theme style for the background and the font will help catch the audience. Finally, I have one question and that is if the game is progressing via level by level.