

### Team Skullion

Finn Luxton, Tom Kent-Petersen, Adam Munro, Lorne Brooks

<https://altitude.otago.ac.nz/fluxton/Mars/wikis/Mars>

	Mark	Out Of
Describers a game	5	5
Clear, covers most points	3	3
Can't fault it, excited	0.5	3
<b>Total:</b>	<b>8.5</b>	<b>11</b>

#### Comments:

- Your document probably covers most of what needs to be covered, because the idea is pretty straight forward – it's a resource management game with an engaging story on top.
- I get a feeling you might be underestimating how hard it is to write something that engages the reader. Did anybody on the team do any writing before? It's easy to write, it's extremely hard to do it well – you need talent on top of lots and lots of practice.
- From the document it seems that the art aspect is not going to be the main thing (the two beans on desolate surface you have drawn are cute...but not sure it's engaging enough to hold the player). By the way, how is the art going to work? Are we talking about still images here? Or do we have a background and foreground changes depending on the situation? Is there any animation at all?
- Is there a map? How is the progress conveyed?
- Is there a scoring system at the end? If the measure of success is the number survivors...is there a scoreboard?
- Remember, the final game is compiled to WebGL – can't exit the game (just close the browser), so is there still a save?
- I think the challenge in this game will be to try to hide as much as possible in terms of raw numbers from the user (otherwise it might feel like a spreadsheet game) yet have them understand and engaged in the complexity
- I think 6 resources is way too much to balance in such a short time...and probably too much for user to care about in a short game. How about just 4 resources with interesting interactions?
- While part of your prototype should be to get some kind of game loop going (not just UI) to see how it feels, I think the other half can be totally done without a computer – just write stories, create spreadsheets with events vs. resources tables to try to get a notion of balance.
- No mention of the voice over (which was discussed at some point during team meeting) – are you going to do it or not?
- I don't have a clear picture of the game loop. How are the decisions made – choices presented as buttons? Is the player entering numbers or text? What happens in what order during my gameplay?

## COSC360 Assignment 2

- Here's an idea for how to deal with art. Perhaps instead of giving yourself very little time for art, you make it art as modules that you can put together to create different scenes. So, a given screen will consist of several elements: landscape, figures in the foreground, weather....etc. This way you can put several elements into one static scene as required from the game logic and create different situations. You can change lighting too...so have the setting sun in the evening (assuming we're going west), hills (or not) on the horizon...etc. The progression of light from sunrise to sunset might give also nice sense of passage of time....