

1. Cian Bottomley
2. Aether Fault
3. The game's main idea is that these worlds are starting to crumble because of a villain harvesting energy from each world via "aether anomalies." The Player is supposed to explore the widely uncharted locales of the world and correct the various anomalies they find along the way.
4. Turn-based RPG, with a particularly heavy focus on gameplay and exploration, with a lighter focus on story (overarching plot)
5. 3D, with a slight over the shoulder camera
6. Set among the various worlds residing in a celestial plane-esque realm with a general high fantasy setting to allow for a massive variety of visually distinct/attractive locale designs within a non-linear, connected realm and occasionally featuring different hubs in the form of towns/cities/etc. Furthermore, the player will begin near the "center of the map" since the world will become more dangerous, punishing, and visually engaging the further you stray from the center, making late-game exploration of the furthest reaches of the realm feel varied and exciting.
7. The player takes the role of a curious adventurer living in the most stable, centralized part of the realm, who leaves intending to explore the currently widely-uncharted and unexplored worlds of the realm and repair the faults that would separate the worlds by correcting "aether anomalies" that are present in each world. Throughout the game and their journey, the player will find many unique and exciting companions willing to assist them on their mission.
8. The player will need to make proper preparations to traverse the various unexplored locales of the world and correct the anomalies they find along the way. In doing so, the player will spend time frequenting multiple services throughout the settlements in the world, where they will meet NPCs that can assist or help the player themselves through supplies and equipment by providing information or even potentially joining the player's team.
9. The main game loop is basically: exploring the world -> gearing and leveling up through NPCs and Sidequests -> Fighting the world's boss to fix the world's anomalie.
10. One-time purchase with potential future DLC content that could include new regions to explore or extra content like custom boss fights, new equipment possibilities, etc.
- 11.
12. The design pitch doc communicates the designer ideas pretty well with a great description of his goals and what he's trying to achieve.
13. The Designer's pitch doc gives an excellent overview of the game. In my opinion, it illustrates his goals and ideas and shows what he wants to achieve. The Designer has met the expectations of the Players they are targeting within the particular Game Genre. Still, there are some modifications that I will talk about in (14) that can improve the game and will be perceived as positive changes for any turn-based RPG fan.
14. The designer focuses more on the combat than the story, which in my opinion, should be balanced for a turn-based RPG game. Giving more details about the main character's background, the villain causing those "aether anomalies," and the centralized realm where the player will spawn would give life to the story and engage the player with the plot. The designer didn't mention any impacts. Will he be given choices in the world? Would they affect the game world? And finally, will the game have strong dialogues since he mentioned interactions with NPCs? Will the NPCs add something to the main story by providing past information or current facts happening to the world?

1. Nicholas Anderson
2. Night Walker
3. The game's main idea is that there's a cold, dark, unwelcoming world where a thick smog perpetually shrouds the high gothic city. The player must explore through the lost areas of the city to uncover the truth about the nature of the scourge. Each area has clues that can be discovered and used to piece together the truth.
4. Story driven action RPG
5. The game's viewpoint is a 2D platformer with a fixed camera that is centered on the player. The camera will "drift" in the direction of aim when using abilities or aiming ranged weapons in order to enhance screen visibility in that direction.
6. The game world will be set in an alternate timeline during Victorian times. In this alternate timeline, the world is a cold, unwelcoming, grim dark fantasy setting where a thick smog perpetually shrouds the high gothic city. Technology is relatively advanced for the time but also very crude, chaotic, and dangerous. This is reflected by many of this world's great dangers and visible flaws stemming from a lack of oversight during scientific experimentation. The game world is in constant darkness because the player can only venture outside during the night. At night the city streets are empty and dark, with the remaining citizens hiding indoors with boarded windows. The world faces a scourge of monsters during the night from an unknown source. The early areas of the game still have signs of life. Oil lanterns scatter the streets, but the further into the city and undercity you progress, the more dangerous and abandoned the setting becomes.
7. The player is a member of an ever-shrinking organization of "evolved" humans whose sole purpose is to protect the city from night terrors. The organization initially protected the city from the monsters but was overwhelmed and now seeks to keep the monsters away from the few areas that still have citizens. The player must explore the lost regions of the city and uncover the truth about the nature of the scourge. Each area has clues that can be discovered and used to piece together the truth.
8. During the night, the player explores the world and progresses through the various linked areas. During the daytime, the player uses this time to rest at their hideout but also to use resources collected from the world to brew potions, craft/upgrade combat gear, and upgrade the hideout itself for additional functionality.
9. The main loop of the game is: explore part of the world -> upgrade gear and shelter -> fight boss -> find new clue
10. This game's revenue plan would be based on the basic game's initial purchase cost. Furthermore, as when the base game's life cycle continues, monetization can be prolonged by adding narrative-based elements, introducing new areas, characters, enemies, bosses, equipment and unique machinery with modern mechanics.
11. I remember Nicholas describing how he is a fan of the gothic worlds and games that introduce such themes (Dark souls/Hollow Knight/Bloodborne). I also remember him talking about how the bosses will get more challenging over your progression in the story by referring to Dark Souls.
12. I think that the design pitch doc helped break his game ideas into pieces which in my opinion are well explained and helped me imagine one or two scenes of the game.
13. I believe that the pitch document clearly illustrates the designer's main goals and what he wants to achieve. It's an Action-RPG and has both focus on story and combat so in my opinion it did meet the requirements of the genre and it will definitely please the Action-RPG fans.
14. The only potential issue that I noticed is that the designer didn't discuss any healing system Estus flask for instance for Dark Souls. But other than that I like the game the way it is.

1. Yongsheng Yan
2. YOUR BACK
3. The main idea of the game is that there's three different worlds/chapters and each one of them has its own main character/exorcist. The exorcist is supposed to wander around the world, solve puzzles, fight bosses and progress through the story.
4. Puzzle and Action
5. First person view
6. The game world has demons and ghosts that only the exorcist can see. It is divided into three chapters: the Great Wall of China, the Easter Island of Chile, and the Pyramid of Egypt. The players are going to feel the culture of every region and the interaction will be real.
7. The player plays three different exorcists who come from different chapters.
8. A commission that seems simple will be accepted by the player. The player learns it is not easy as the investigation progresses. and then start a thorough, step-by-step investigation into the entire situation. A commission that seems simple will be accepted by the player. The player learns it is not easy as the investigation progresses. and then start a thorough, step-by-step investigation into the entire situation.
9. The game loop is essentially exploring the world -> solving puzzles to unlock new skills and find clues -> organize a plan and fight the bosses
10. One-time purchase for the game and potentially some purchasable DLCs that will bring new maps, new events and new bosses.
11. I remember Prof Sean talking about the movie The Exorcist and how it relates to his main characters for each chapter.
12. I personally think that the game fits the genre the designer is going for and the theme is fitting for their game idea. As far as the design pitch document I think it needs major developments.
13. I believe that the design pitch doc doesn't properly illustrate his game idea and I will talk about why that is in (14) but I think that it highly meets the genre requirements and it will satisfy the needs of puzzle and action genre fans.
14. When I was reading his game world description he mentioned that there will be 3 chapters but they all add up to a single story. I personally cannot see the link of the three chapters and I see no end to the story. I just had a lot of questions when I was reading his document. Once all exorcists finish their chapters what's next? Do they all gather at the end and fight some kind of a final boss or they will fight each other so that the world shall only know one Exorcist?

1. Jarvis Garro
2. Realms of Mythology
3. The philosophy of the game is that there's this world that is totally new to the player and he should adapt to it. The fae will take him to a village saying that it will come back in 1 year's time. During that time the player will develop and try to learn about the fae as much as he can.
4. Sandbox, RPG, Puzzle
5. 2d side on view
6. There is a sizable wooded region and a small main town to explore, along with motivating prizes for participating actively in their society. New research yields more discoveries, inevitably leading to caves, ruins, and even ancient artifacts. Following Celtic Mythology, this forested area is teeming with creatures of various kinds and types, ranging from domestic cats to enormous griffon-like beasts (potentially others in the future). Day/Night cycle, penalties for not taking a nap, four seasons with different crops, 28 days per season, and season-specific weather cycles, such as snow in winter and rain in spring.
7. The player assumes the role of a stranger, adjusting to their new surroundings and learning to survive. At first, the player's primary concern is getting by and obtaining food, drink, and shelter. The fae guides you to an ancient, dilapidated cottage at the bottom of a small cliff surrounded by dense vegetation during the tutorial. A small pond appears to have formed at the bottom of the cliff, close to the cottage, while spring water flows lazily over the side of the mountain. The fae leaves you with some parting words of wisdom once you visit the cottage and make a prediction about their return in a year.
8. The player's main tasks are to rebuild the cottage, expand their garden and hunt game with various side and main quests coming in the form of exploration. The player has the choice to explore the forest, and during these outings, they become increasingly more adept at finding spirits and fae, finding secrets and old legends surrounding these creatures. Some fae merely desire the player to prosper and survive, while others are more, let's say, devious, playing pranks, stealing food and even, on occasion, attempting to end your little woodland adventure.
9. Rebuilding the cottage, growing the garden, and completing exploration-based major quests are the player's primary objectives. A typical day game loop would be to wake up -> tend to crops -> explore the woodland and/or the main village -> converse with fae -> head back to the cottage before midnight.
10. Purchase of the base game + DLC for new mythologies, such as introducing an Egyptian-themed opening to the game with Patheon and mythology at its core (Allows for more replayability).
11. Unfortunately, I missed the first 30 min of the class that day and Jarvis presented during that first 30 min.
12. I believe the topic of the game is appropriate for the genre that its creator is aiming for. The pitch document also does a good job of breaking down the game concept while leaving the reader with some creative freedom.
13. I think the designer's document clearly illustrates what he wants to achieve which I believe is a "chill game"/sandbox. I also think it meets the expectations of the Players they are targeting within the particular Game Genre.
14. The only question I had while reading his document was, what happens to the player and the village once the fae is back? I would like it if the player/village has to reach a specific level or a number of population before the fae comes back that way you will engage the player into playing the game more.

1. Ethan Penney
2. The Sapphire Isles
3. The main idea of the game is starting from a small village and developing it by growing resources and fighting other villages/nations to make an empire out of your village.
4. Fantasy / Real-Time Strategy game
5. Top down, the player controls movement with 3 degrees of freedom (X, Y, Z, no rotation).
6. A randomly created world with many nations that have differing levels of development in relation to the player's starting level. Unaffected by player input, the world can continue to develop and move thanks to a simplified calculation for progression in non-rendered parts. Medieval high fantasy with well-developed magic from several sources. Monsters of all sizes, gods, devils, and demons, all with different purposes, populate this planet, affecting its main battles and objectives.
7. away from the action, acting the part of an observer or strategist. Bird eye view of the building and the resource management. In a conflict, you can command a small number of combatants using a Fire Emblem-style turn-based combat system.
8. The player can plan and construct buildings for habitation, production, storage, defense, and other purposes. Control fighters in command during turn-based combat parts and Observe and influence the interactions between party members by bestowing buffs or debuffs in accordance with the type of connection that is developing.
9. The game loop is essentially: start with village -> grow resources/plan and construct buildings -> go to war -> develop your village with the earnings of the battles
10. One time purchase for base game. New areas to explore and settle are being added by DLCs. Greater difficulty regions, such as going to the devil, angel, or demon worlds, going into deep caves, going to floating cities, or going anywhere outside the isles.
- 11.
12. I think the game has all the basic requirements of a real-time strategy game and it might bring competition to games like Age of Empire franchise.
13. I think the designer knows exactly his goals and what he wants to achieve and it is shown in his pitch document through the deep description of every section of the game. I believe that it targets exactly the Real-time strategy genre fans and they would definitely enjoy playing it.
14. I personally was never a fan of this genre so I cannot criticize it but I believe from what the designer described in his pitch document it's great. I don't see any addition that can add something to his game.

1. Ethan Verreault
2. Obsolete
3. The game's philosophy is similar to Portal, it's basically a platformer where you have puzzles and you are supposed to solve them using the player's abilities (Freeze/Shrink/Grow).
4. The designer didn't mention the genre but I believe it's an FPS/Platformer/Puzzle
5. First Person Shooter
6. The game takes place in a destroyed lab after an earthquake has rocked the city of futuristic Dartmouth Nova Scotia.
7. The player is in charge of controlling a robot piloted by the AI "One"
8. The designer didn't mention what the player will do during game time but I'm assuming it's going to be solving puzzles mainly while making choices that can change the track of the storyline.
9. Many aspects of the gameplay will be reminiscent of the Portal, Garry's Mod, and Superliminal video games. The user adopts a first-person view and has access to the main ability to pick up objects and spin them, like in Garry's Mod using a physics gun. Three more abilities that the player can switch between serve as a supplement. Freeze, Grow, and Shrink are the three of these powers. All of the consequences of the secondary ability revert each time it is switched.
10. The designer didn't talk about any monetization strategies.
11. I hardly remember anything about this presentation because it was the very first one. But what I remember is that we talked about Portal a lot and how it resembles to the designer's game
12. I think the design document did explain well the gameplay of Obsolete and player abilities.
13. I believe the design document illustrates somewhat what the designer is trying to achieve. The document lacks details and description. For the players and the genre, again, the designer didn't mention the game genre but if what I assumed as a genre is correct I think the genre players would be satisfied by the game especially that it is inspired from three big titles (Garry's mod, Superliminal and Portal)
14. I think the game needs more story to it, the designer didn't mention what will the player do after that he is in control of the robot piloted by "One". Is it going to be solving puzzles only? Will there be enemies in which the player can use his abilities to fight them? I personally think that if you are going to solve puzzles and that's it, the game will get boring quickly.

1. Dylan Lewis
2. DDOYT
3. The main idea of the game is that there is just one character that 2-4 players can control while switching control every 30 seconds. This would be a top-down, 2D depiction of the character in question. Each player in the game competes against the others to avoid dying before their turn.
4. arcade-style local co-op that is based solely around PvP
5. 2D top-down view following the character
6. The game's world would be similar to Darksouls in terms of how challenging it would be to explore and discover any secrets. In terms of the quantity of secrets, powerups, and objectives/trophies, it would be similar to Kirby's Air Ride. There should only be one sizable game world (i.e., no dynamically generated maps) for the "Classic" game mode, which should be packed with obstacles, puzzles, hidden areas, and easter eggs. This strategy might be developed to spawn adversaries and power ups randomly at predetermined spots to break up some of the monotony.
- 7-8. In order to maintain control of the one spaceship, the players would compete with one another (where collision with a single wall, enemy, bullet, or trap leads to an instant death). As for the origin and reason of the spaceship (and why its control is continuously moving), this would only be hinted at through different mysteries revealed in the game, but these discoveries would only be fragments of the story, never actually leading to a full plot in their own right. All power ups are double-edged swords, providing abilities that may be required to advance but also greatly increasing the likelihood of death, and all weapons obtained for the purpose of killing enemies (or other players) are all traps (that is, they are left behind as a solid entity, meaning that the same player who used that trap may be the one to end up killed by it).
9. Each player aims to reach the highest possible score while also trying to take advantage of other players by concluding their turn in a way that increases the chance that the next player will cause the ship to crash. The only person who receives the final score is the last player still alive (while the rest of the players achieve a satisfying score of 0).
10. The initial purchase would be the game's method of monetization. If everything went according to plan and free updates kept coming out, a "skins pack"—completely optional and cosmetic—might be made available for people who wanted to contribute to the game's growth.
11. I remember Dylan talking about Kirby Air Ride and how no one in the class played it. I also remember watching gameplay from Kirby Air Ride to demonstrate the gameplay of his game.
12. I think the design document explains his game perfectly and it was easy to follow through his ideas especially with the pictures he provided.
13. I believe the design document clearly illustrates his game idea and what he wants to achieve and it fits perfectly into the genre he chose. I think the arcade fans will love his game.
14. I can't seem to find any issues or problems with the game but I have one suggestion for Dylan in case he's reading this. I would suggest that you add some kind of a bar that keeps filling up if you successfully pick up powerups and screw other players flawlessly and once that bar is filled you can activate your "super power" and become a walking threat yourself to other players. An example of the bar would be Mortal Kombat to perform the X-Ray Animation.

1. William MacKinnon
2. Barrellel Dimensions
3. The game is about a world that has 2 dimensions, the barrel and the crate dimensions in which the crates will invade the barrel dimension and barrels have to fight back so that they can survive.
4. Metroidvania Platformer
5. 2D
6. Crates enter the Barrel Dimension to fight each other to see who can build the best storage container. The two dimensions from whence the invaders originated—the barrel dimension and the crate dimension—are where the game is set. The world has a generally upbeat, colorful, and joyful atmosphere. There are many distinct types of barrels living throughout the world. Crates, chests, cabinets, and other storage equipment act as the enemy and attack the barrel right away. Different types of storage containers do not get along well with one another.
7. The player controls a barrel who serves as a tour guide at the world's equivalent of Disney World from 9 to 5. He arms himself with a handmade grappling hook and travels into the Spruce Kingdom to seal the hole between the dimensions once the invasion has started.
8. The player is meant to defend the world. As he makes his journey to the Crate Dimension center to seal the split between the worlds, he passes through a variety of realms and dimensions filled with unusual storage containers.
9. In 2D, the player has control over the barrel. Due to Sonic's ability to roll swiftly down hills on his side, the barrel's dynamics are very similar to Sonic. He can easily swing across wide gaps using his grappling hook. He also uses the grappling hook as his primary combat tool, allowing him to swing opponents into walls, floors, and ceilings. As you advance, you acquire new techniques to complete tasks more quickly or creatively. You may also update your grappling hook to give it more features, deal more damage, etc. The player comes across interchangeable "Bolts" that can only have three equipped at time. Bolts give the player the ability to employ new skills or enhance their health and other stats. Bolts like the Paper Mario badges. The player can press a button to quickly transition between dimensions.
10. The game would be available for \$30 on Steam, the Nintendo eShop, the Microsoft Store, Epic Games, and the PlayStation Store.
11. The only thing I remember is that William wrote his pitch document during class and he presented it the same day.
12. I think the pitch document perfectly describes the designer's game idea and fits precisely in the Metroidvania platformer genre.
13. I believe the pitch document illustrates the designer's game idea clearly and it definitely shows what he wants to achieve. As for the fans of the Metroidvania platformer genre, I think they are going to be excited to play this game.
14. I think that having the grappling hook as the only weapon limits the player's experience in combat, maybe adding some power ups or having the player unlock new weapons would enrich the player's experience. One other thing that made no sense to me when I was reading the pitch document is that the player is able to switch dimensions but what's the benefit of switching from his invaded dimension to the invader dimension. Wouldn't that put him in a vulnerable situation.

1. Juan Narvaez
2. Starship
3. The game's main idea is that the player starts on a planet that serves as the HQ for the player. His first focus will be building up an economy and exploring the map while trying to capture as many celestial objects as possible. After that, the focus should shift to destroying the enemy.
4. Real-Time Strategy Game in Space with elements of 4X games
5. Free-Roaming Camera
6. The planet is based on a hypothetical future in which humans have reached the stars and encountered two new alien species. The world is essentially made up of numerous planets and other astronomical objects. The player begins on a planet that serves as their headquarters and connects to other locations via channels from which spacecraft can launch themselves. Each celestial object has different perks and penalties that can be caught. The number of celestial objects that can be captured on the maps will be constrained.
7. The player takes control of the faction chosen, and then has the goal of defeating all the other factions present in the map.
8. Prior to focusing on exploring the map and trying to capture as many celestial objects as possible, the player must initially concentrate on developing an economy. After that, the enemy's destruction should come into focus. The player who completes that task wins the game.
9. The gameplay follows the classic RTS formula with some 4X elements thrown in. The player must explore the map to find the enemy and defeat him. The focus would be the creation of ships to fight against the enemy. The game loop would be: explore the map -> build an economy -> capture celestial object -> destroy the enemy
10. a single, no more than \$40 purchase. After that, there will likely be a few years of DLC and, depending on the game's performance, one or two expansion packs, followed by a period of free updates to maintain a fanbase in preparation for a potential sequel.
- 11.
12. I think the game fits the genre the designer is going for and the theme is fitting for their game idea.
13. The design document clearly illustrates what the designer wants to achieve and it shows his huge passion for Space RTS. I think RTS fans are going to enjoy this game especially because it adds the feature of space.
14. I honestly don't see any problems or issues with the game. I like it the way the designer described it and I'm looking forward to playing it if it gets released one day :)