

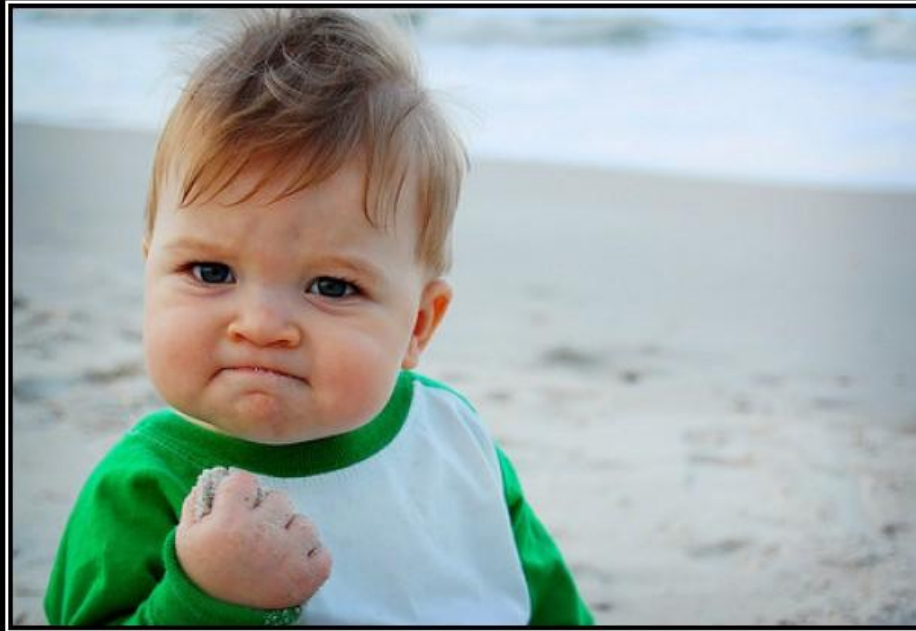
Anagrams with Fiends

Critique of the Project pitch

Brent Besson, Cosmin Gheorghe,

Severin Hatt, Ren Zhang

6.170 Software Studio - Nov 10, 2013



SUCCESS

Because you too can own this face of pure accomplishment

DIY.DESPAIR.COM

Your pitch was a success has we actually could see what you were going to do ...

Anagrams With Fiends

Damien Jiang, Bethany LaPenta,
Leon Zhou, Ben Zinberg

Anagrams With

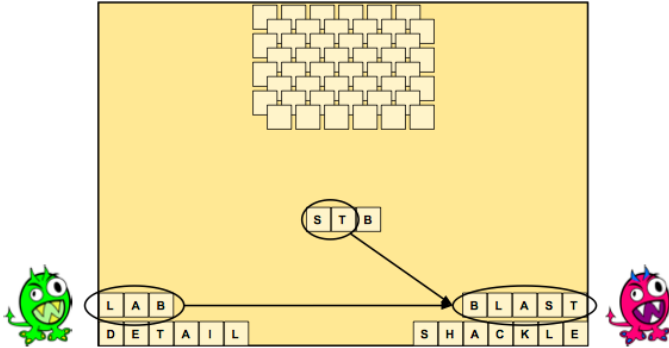
Fiends 

A suggestion on how to improve the visuals of your intro page.

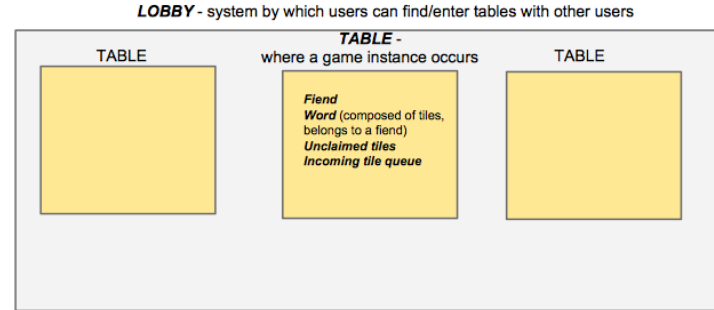
Also it would be nice to emphasize the fiends part here, so that everybody understands it.

We see where you are going !

The game



Concepts



An overall good explanation of how the game is played. However some concepts that should be addressed are anagrams and word stealing, as the gameplay revolves around them.

It also wasn't clear to us if the incoming tiles display their letters or not or how the game ends.



**Visually show the challenges
so even a child can understand**



Challenges & Risks

- How do users find the right opponents?
 - Lobby system
 - Rankings (would be ambitious) and suggest players of similar rank
 - Fallback: assume users already know who they want to play with

Challenges & Risks

