**Test for iteration 1**

Full game idea

This game is a 2D top-down econ-tycoon based in the bronze age. The game will be set in a single village which will be the base of operations with upgrading options and expansion options, when the player expands they will unlock more options to upgrade and expand their trade further. The game will rely heavily on religion, geo-political society and commodity value to affect the players trading choices within the ancient world.

Full name

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How inclined are you to like this type of game?

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Would you recommend this type of game to a friend?

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**Aesthetics**

Did the auto resolution work for you (if not note the device)?

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Was everything well laid out pleasingly?

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Did the graphics look out of the ordinary?

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**Code**

What is your thoughts on;

Camera movement?

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Hit box detection?

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Can you list bugs you encountered?

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Any other comments

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Sent to Callum.Harden@student.nua.ac.uk