# Something About Lasers - Critique

## Gameplay

### Good

* Well-polished; the game looks complete
* Game-mechanics are implemented effectively; there are no major bugs
* Tutorial system does not impede gameplay
* Several different modes were successfully implemented

### Not Good

* Puzzle mode gives no motivation to complete the puzzles; needs more humanity added, rather than just achieving a specific numerical value
* Tutorial system is somewhat lacking; better explanation is needed for each component, alongside some sort of reference to lookup items
* Component names were misleading at times (due to using the original names that were chosen before a full idea of the final game had been developed)
* Defence Mode was overly challenging and only minimal explanation of how to proceed was given
* The puzzles had a learning curve that was too steep; more puzzles were needed to provide a good understanding of each component (given more time, 2-3 times more puzzles would have been designed to explain the current component set)

## Educational Aspects

### Good

* Thought about the interaction of the different components as an overall system was required in order to complete puzzles and progress in Defence Mode
* The variety of game modes demonstrates the versatility of the system and provides different environments in which to think about how to construct a system from given components

### Not Good

* No direct analogy was drawn between the implemented laser system and the similar system of electrical circuits
* Ambiguity/ non-clarity of component functions may have retracted from the educational value of certain elements (due to the use of trial and error rather than structured thought/ planning)

## Key Learning Points

* Good motivation to complete levels needs to be given in order for satisfaction to be gained from completing them
* Thorough explanation of complex behaviours is required to provide full understanding
* It is preferable to construct solutions rather than analyse and use them