Feedback – Matthew Barcas

This was one of the most detailed and well thought out documents for converting a video game into a pen and paper version. You were able to capture a lot of the core systems that make Mass Effect an in-depth and immersive RPG, and I hope that you were able to get a sense of how much content there actually was in the real video game.

I think for a first pass that this is likely a little too much for you to iterate on effectively, and I think you would do well by delivering a smaller set of features that are easier to playtest quickly. The key to game prototyping is iterating, and this is a philosophy that Blizzard takes to heart as well.

Great job Matt!

Grade: 5/5