Feedback – Alex Villalba

You did a good job of giving variety and depth to your game through the usage of different character choices, enemies and weapons. I could see this type of game translated pretty well into a D&D campaign, and it would work well from 1-4 players.

I would have liked to see more of the following:

* Detail about how combat works in the game
  + For example, players can choose to charge their sword, or strike regularly. Charging their sword uses up their turn, but allows the weapon to strike for more damage in an area around them.
  + Players can roll, or use their shield to block. Rolling increases movement briefly, but you cannot attack for one turn after rolling. Blocking slows your movement, but prevents damage from a specific direction.
* Types of interactions you could have between the players (cooperative and competitive)
* Example of what a dungeon could look like
* Bows & Arrows were listed, but not fleshed out
* Some ability to use weapons/items that exist in the Zelda series, such as the boomerang, bomb, Pegasus boots, etc.

Grade: 5/5