Feedback – Richard Grable

Cooperative Metroid has been one of my hopes for a long time, and I’m glad to see you take a stab at it. I also think you have some interesting interactions that can occur between the players, as some of them may choose to break off and go explore. One piece of feedback I would give you is that it seems like there may be too many elements of chance involved, and not enough ability for the player influence the outcome of combat.

Overall I like the idea of individual players have unique abilities that have to be coordinated between players, and if you like that kind of mechanic, I recommend checking out the board game ‘Pandemic’

Grade: 5/5