# Client Decision

**Chosen concept:** Fireball!

**Constraints**

* 6 Weeks Time Frame

# Client Feedback

**Fireball!**

* Narratively did not make sense for baby dragons to dispense bombs - suggested this should more be a power up
  + Also as a way to be more open to other attack-types/power-ups
* Game direction not solidified - goes in two ways:
  + Cute things killing cute things - implying light gore to be displayed, juxtaposition
  + Dragons having fun - family-friendly game, innocence

**Orchestra**

* Simpler combat
  + Potentially too much fiddling with getting characters attacks balanced for fairness
  + Concern for focus shifting from one objective to another
* Too many things going on
  + Would require lots of balance adjustments and testing

**The Detonator in Me**

* Difficulty Arch not even
  + Once the bomb is found, the player can just avoid the bomb for rest of the game - suggested to shift bomb’s location throughout the game
* Asset and interaction considerations
  + Way too many assets and things to be interacted with