

CS426 Spring 2016

Final Project Proposal Critique Form

02/26/2016

Project critiqued: CAVE BACK-TO-BACK PALADIN (Sh1)

Team: SHI YIN, KAMIL PIERNIKOWSKI, MARCIN SZPAKOWSKI

Your name: BRESIA PRUDENCE

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

The game appears to be very work intensive for a small team. If they can get extra support or work with numbers from CAVE, it may help the team get a better idea how to get the game running properly.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

- The ^{UNITY} TOOLS ARE APPROPRIATE GIVEN THAT THE GAME WILL BE MADE FOR CAVE.
- ARTWORK MAY NOT NEED TO BE TOO COMPLEX, JUST ENOUGH FOR THE PLAYERS TO GET AN UNDERSTANDING OF WHAT'S GOING ON.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

THE PLANNING WORKS DOABLE FOR A SMALL TEAM. THE EXTRAS, MENTIONED IN THE PRESENTATION, BEING LEFT OUT MIGHT BE A GOOD IDEA IN TERMS OF WORKLOAD. AGAIN, THIS IS A VERY AMBITIOUS GAME AND REQUIRES A LOT OF PLANNING TO HAVE A PROPER GAME DEMO BY THE END OF THE SEMESTER.

4. Fun

Does their game sound like fun? Any suggestions on how to make it more fun?

yes, the concept of pure co-op is interesting.

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

yes, they appear to know how to delegate the work as well as plan the workload. One group member appeared to be missing during the presentation

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

- Idea is the strongest aspect of the game
- Replayability and gameplay might be an issue, while the idea of mini cave is an interesting concept, the team must take care to maintain the players' interest throughout the game

7. Be respectful!!

Critique feedback:

The Game is doable & interesting as an idea, but requires lot of work. Taking care of the feasibility is the key.

You gel well as a team and planning is doable.

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Project critiqued: CAVE Back-to-back Paladin (Shi)

Team: Spectralmancer (Garrett)

Your name: Khan, Muhammad K.

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

Very strong team, I wouldn't cut
any thing from the design.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

I think they need to focus more
on the game and less on Art.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Nice plans and schedule.

4. Fun

Does their game sound like fun? Any suggestions on how to make it more fun?

~~Yes~~, Sort of, Sounds confusing.

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

Cool, nice talking.

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

They have a very strong team, but doing art and programming seems hard.

7. Be respectful!!

Critique summary:

Doability, planning and teamwork → On point.
Maybe focus less on artwork.

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Project critiqued: CAVE Back-to-Back Paladin (Shi)

Team: Shi Yin, Kamil Piekutowski, Maciej Szpakowski

Your name: Garret Felker

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

This will be a very challenging project which uses the cave. It is doable w/ the right mindset.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

They mentioned the getReal 3D plugin which will be required in the cave.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Functional minimum = getting an interactive world in the cave. This is what they are doing and this makes the most sense.

4. Fun

Does their game sound like fun? Any suggestions on how to make it more fun?

Sounds like fun w/ 2 players + puzzles

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

They were missing a team member; I hope he had a good reason.

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

▷ high aspirations; great concept

▷ missing team member; Game implementation challenges

7. Be respectful!!

Critique summary:

Challenging but great concept. Planning is good.

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Project critiqued: The Paladin[s]

Team: //

Your name: Brandon Davis

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

Their game seems tough, but definitely doable. I would maybe cut their MP system, as it doesn't central to the main game idea.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

Their tools seem appropriate.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Their layers make sense - it seems that the team members will all be kept busy.

4. Fun

Does their game sound like fun? Any suggestions on how to make it more fun?

The game definitely seems fun. Maybe don't limit the players's resources too much.

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

Their posture looked good, I think the team will work well together.

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

I really like the idea of team-based puzzle solving.
Making puzzles that are satisfying to complete will be tough.

7. Be respectful!!

Critique summary:

Think about the multiplayer feature.
Planning is on point for distributing the workload.

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Project critiqued: 10

Team: Kamil Mawiej Shi Paludin (S)

Your name: Eric Williams

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

Yes, I believe it is a good amount of work to finish by the end of the semester, but could be tricky to implement.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

Yes, they use core components (get Real 3D) as well as what else they need.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Yes, they start with the basic structure and work their way up. They could design their own puzzle so they may work separately.

4. Fun

Does their game sound like fun? Any suggestions on how to make it more fun?

Yes, working together in the cave would be fun.

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

They look like they work well together
Except for (Kam). (absent)

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

Strengths, time travel but at the same time
Co-op needs to be very strong.

7. Be respectful!!

Critique:
Having a basic functionality & then distributing each layer's puzzles to each member.

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Project critiqued: (10) The Paladins

Team: 10

Your name: Andrew Burks

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

2-player in case could be difficult, but I feel you can accomplish the task of finishing this game.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

Very detailed description of tools, should be good for your game.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Good layered design which should be expandable with parts independent of each other.

4. Fun

Does their game sound like fun? Any suggestions on how to make it more fun?

Definitely fun! Very unique.

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

Good posture and presentation.

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

+: Very cool looking game!

-: Cave could prove challenging and take away from time to ~~play~~ create gameplay.

7. Be respectful!!

Contigue:

Planning is good, resources were detailed.

Game is challenging but doable.