# Room 52

## Feedback 1

Looks good

Non-Euclidean games are sweet and there are plenty of unexplored game mechanics to be discovered and developed.

## Feedback 2

|  |  |  |
| --- | --- | --- |
| **CATEGORY** | **DETAILS** | **FEEDBACK** |
| **Game Title** | *Room 52* | Cool title!  (Reminiscent of *The Shining’s* `Room 237’) |
| **Game Genre** | 1st person puzzle game | Very Cool !!! |
| **Story Genre** | Surrealist, Edwardian hotel mystery | Very Cool |
| **Overview** | Solve 3D puzzles,  explore Escher style environments | Very Cool!!! |
| **Platform/s** | PC | Cool |
| **Hooks** | Enter an Escher style building/world! | Very Cool!! |
| **Game Camera** | 3d environment puzzler | Cool |
| **Single &/or Multiplayer** | Single | Cool |
| **Characters** | Player | Cool |
| **Game Objective** | Solve puzzles  Explore | Cool |
| **Mission Types** | As above | Cool |
| **The Game World** | The Overlook Hotel meets Escher & *Portal (the game)* | Super-GREAT!!!  Very imaginative and creative |
| **`Realism’/**  **Visual Style** | Stylized (see above, Edwardian architecture, etc) | Great! |
| **Theme** | Mystery  Surrealism | Cool |
| **Game Story** | Explore the bizarre hotel, solve puzzles | Narrative a bit unclear as yet |
| **Sound Design & Music** | Stylized | Cool!  Enjoyed the Pitch-Teaser immensely  VERY MUCH want to play the game |
| **Competitive Analysis** | Similar to  *Portal* meets *The Shining via MC Escher* | GREAT! |
| **Target Audience** | Fans of the mysterious, surrealism etc | Good market-share…!  (like *Myst* on acid, set in a hotel) |
| **Rating** | ? | ? Rated G? |
| **Target Territory** | English? | ? |
| **Logline** |  | ? |

**Feedback**

|  |  |  |
| --- | --- | --- |
| **CATEGORY** | **DETAILS** | **FEEDBACK** |
| **GAME PROTOTYPE:** | *Room 52* | GREAT teaser/pitch overall! |
| **WHAT WORKS:** | **Conveys the game environment. Overall Game missions**  **& core gameplay well** | Works well  I want to play it  Nice work! |
| **WHAT DOESN’T:** |  |  |
| **WHAT IT NEEDS:** |  | Mechanics & planned Art-style looks GREAT! |
| **DOESN’T NEED:** |  |  |
| **PROBLEMS/RISKS:** | Seem: Moderate? | Fairly safe. |
| **STRENGTHS:** | Looks great! | Super creative  Stretches players problem-solving skills  Very exciting! |
| **COMMENTS:** |  | I love it!  Certainly made me want to play it!  ie Well done |
| **COMMERCIAL**  **POTENTIAL:** | Great game concept! | Depends on the Game Execution |
| **`DO-ABILITY’**  **(SCOPE vs RESOURCES)** | Rooms, environments, 3d puzzles | Good, I think (?)  All seems: doable ? |

## Feedback 3

PROS

- Good grasp of proposed pyscho-perceptual puzzle mechanics

- Well defined tone and mood

- Achievable scope

- Not just conceptual - prototype demonstrates mechanics clearly.

- Scalable... future-proof if developed further.

CONS

- No presented end-game or leading mechanic -- "escape" needs a motive.

- Story/narrative is mentioned in the MVP detailing, but not presented -- highly important for this game style, so would've been nice to have a synopsis.

CONCLUSION

Investing in a strong "carrot-dangle" is a must; it's required to draw and coax the player towards goal points and through the oftentimes confusing/misleading/difficult path that escape/path puzzles generally promote. A strong narrative goal or hook (sometimes with a literal narrator ala Portal) is the most common vehicle for this.

## Feedback 4

Use Visual Scripting

Scope down 4-5 levels to 2-3 and make it polished

Puzzles were more labyrinths, rather then actual puzzles per-sae? Will they be more puzzling like Myst or more like Anti-Chamber

## Feedback 5

- Looks to be within scope.

- Focus on a minimal amount of interesting puzzles, don't fill it with too much content that is mediocre.

- Very cool concept.

## Feedback 6

This game has a really unique hook of warping the players brain on the puzzels and the way the game looks and feels. I feel the game could do with some more interable objects in the game world. Some problems/risks is the team is aiming for too many levels to have polished within the 15 weeks so maybe drop a level of 2 for polish or have smaller levels.

A great strength about the game is create unique views for the player to see, I am thinking prey/portal here to make the player go "wow". The game could feel very almost like Alice in wonderland.

The group could complete the Room 52 in the 15 weeks but i fear it will stuggle with having a polished game.