04.04.02: Log entry - peer review

15 November

Up to this point, I managed hide sprites while they waiting for animation delays to be over (added a rectangle underneath the foreground) and hide flaming firedrops on other than the game screens (added class hidden to the game screen). My restart from level complete screen and from the restart button does not work: after the restart game ends after 20-30 seconds, not after 60 as it supposed to. Also, I have to add more firedrops and more animation on click.

Also got feedback from Daria and Diana on my game. Based on Daria's review, I should change instructions about fire (that you can still click on a firedrop after it landing on the floor and lose a life) because it was not clear. And, to add instructions to the right side of the game so it's easier for a user to see. I have changed the fire instructions and added info about how to play to the right from the game.

Diana's peer review suggests that I make the firedrops exit the game screen just like waterdrops do, and that I add animations to the kitten's eyes and tail so it moves at all times of the game (just like fire does). I have decided to keep firedrops falling animations as they are now (i.e. not to exit screen) because my idea is that firedrops worsen the fire by staying on the floor after falling down from the top. I think, it's really good idea to add animations to the kitten's eyes and tail, but I don't feel like I have enough time for it. I will get back to it later if I will have time after everything else needed is done.

Peer review - LOG. 04.04.02:

Help your classmate's and give feedback on their Design and on how the game Characters, colors, style, Welcome/end screen/ level complete screens and UI element are communicating now:

Description of idea:
Is there a description of idea / game? Yes

Is the genre / mood of the game noted? Yes

Is there a mood board? Yes

What is missing or what can be changed: Perhaps you could have instructions on the right side of the page instead of having a separate page in the navigation bar? That way the player can always see it while playing.

Is a pitch noted? Yes

Any other comment, is the pitch understandable?   Yes!

Does the message/pitch come through in the story? Yes!

Any other comment for your classmate: I think the game is well structured, and it also looks pleasing in terms of the drawings!

Description of style and mood board

-Is there a color palette? Yes

-Is there outline / stroke (or rather absence of the same)? No (absence of stroke, which is good)

-Are the shapes described? Yes

-Are there any image examples? Yes

-Is it described how the characters stand out in the overall design? Yes: round shapes
-Are sources/refferences of inspiration mentioned? (Which style?) Yes

-Is the typography described? Yes

Other comments realating to the above: None :)

Are striking details in the character design described? No, don't think so
-Eg details, pupils, number of fingers, proportions, arms, vings...or   I don't think so, no. But I don't think that is necessary.

Describe what works well: The character stands out from the background as it is orange, which means there is contrast. It also is cute due to its big and round eyes & body!

- Is it described how the style Supports the idea / game? Yes

-Is it described how the style fits with the chosen genre / mood? Yes

Other comments:
⭐⭐⭐⭐⭐

Reflection: Further development of idea and design!

Use 5 min. to consider / discuss the following together:
-How can you highlight the message even more in the Game?

I think the message is already highligted in the game quite well:
There are instructions that clearly explain what you have to do.
The visuals correspond with the instructions: there is a cat
sitting in a library with fire, water (and hearts) coming down.

-What can be done in relation to the style so that the genre is further highlighted?

I think the style is already good: there is a relevant color scheme,
and the style is consistent throughout the game - the character,
objects and background are flat as intended.

-Discuss the UI elements style and how they relate to the style on the game, and do they need more work?

I think the UI elements are already good: they are consistent with
the color scheme (purple) and with the style (flat and
"structured").

Peer review - log entry 04.04.02

Sketches of character design:

Are the characters drawn with a pencil line and placed next to each other. Yes

Is there a connection between the expression and personality of the characters? Yes

Do the characters have "Appeal"? E.g. they have different expressions (shapes and proportions) Yes! Round shapes, and a scared (frowned face) vs happy face

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Do the character have different expressions. Yes

The main character has "a strong line of action" Well, the character

doesn't have its own animation, rather it stands on a table in a straight

manner so I don't think it needs a line of action

More on sketches on character design:

Is there a background story of why character looks like it does Yes
In that case, read the text and comment.

Do you think the background story supports the character and action in the game? Yes!

Sketches on background:

Are there any sketches (thumbnails) of the background design. Yes

-There is a finished sketch of the background design, where a decision has been made on what should be in the game scene. Yes

-Any decisions on how character/elements should move in the game scene. Yes, in the storyboard

-Is there the focal point. Yes

-Is there a foreground, middle ground and background. Yes

-Is there a sketch/drawing where the light and darkness are considered into the composition. Yes, I'd say so

-Is there atmospheric perspective. Yes
(ask your Classmate if in doubt).

-Can your classmate explain how the graphic shapes and lines lead to the important (focus point) in the composition. Yes

(Ask your friend if you are in doubt about how he / she intended this).

Other relevant comments on this: I think it looks good!! You get 5 stars, good job :)

★★★★★

Peer review - LOG. 04.04.02:

Description of idea:

Is there a description of idea / game? **Yes**

Is the genre / mood of the game noted? **Yes**

Is there a mood board? **Yes**

What is missing or what can be changed:

I would make the falling fire exit the screen and not stay on the floor.

Is a pitch noted? **Yes**

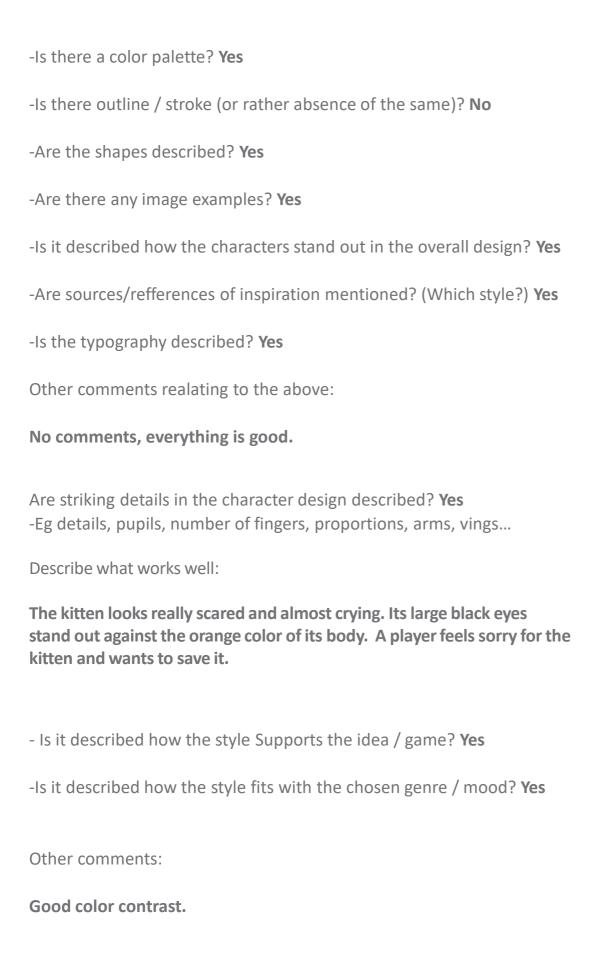Any other comment, is the pitch understandable?

Yes, the pitch is concise and understandable.

Does the message/pitch come through in the story? **Yes**

Any other comment for your classmate:

Nice idea. People like cats and will try to save them.

Description of style and mood board

-Is there a color palette? **Yes**

-Is there outline / stroke (or rather absence of the same)? **No**

-Are the shapes described? **Yes**

-Are there any image examples? **Yes**

-Is it described how the characters stand out in the overall design? **Yes**

-Are sources/refferences of inspiration mentioned? (Which style?) **Yes**

-Is the typography described? **Yes**

Other comments realating to the above:

No comments, everything is good.

Are striking details in the character design described? **Yes**
-Eg details, pupils, number of fingers, proportions, arms, vings...

Describe what works well:

The kitten looks really scared and almost crying. Its large black eyes stand out against the orange color of its body. A player feels sorry for the kitten and wants to save it.

- Is it described how the style Supports the idea / game? **Yes**

-Is it described how the style fits with the chosen genre / mood? **Yes**

Other comments:

Good color contrast.

Reflection: Further development of idea and design!

Use 5 min. to consider / discuss the following together:
-How can you highlight the message even more in the Game?

It is nice that the fire is moving all the time during the game. To highlight the message, I suggest to make kitten's tale or eyes moving as well.

-What can be done in relation to the style so that the genre is further highlighted?

Everything is great, good colors.

-Discuss the UI elements style and how they relate to the style on the game, and do they need more work?

UI elements fit well with the style of the game. I like the settings button. It has a pale color and doesn't distract the player from the game. If needed, the user can expand the settings and choose the desired option.

Sketches of character design:

Are the characters drawn with a pencil line and placed next to each other. **Yes**

Is there a connection between the expression and personality of the characters? **Yes**

Do the characters have "Appeal"? E.g. they have different expressions (shapes and proportions)

Yes. The kitten is sad during the game and happy when it was saved.

Do the character have different expressions. **Yes**

The main character has "a strong line of action" **Yes**

More on sketches on character design:

Sketches are good.

Is there a background story of why character looks like it does **Yes**
In that case, read the text and comment.

Do you think the background story supports the character and action in the game?

Yes. The pitch describes why the character is sad.

Sketches on background:

Are there any sketches (thumbnails) of the background design. **Yes**

-There is a finished sketch of the background design, where a decision has been made on what should be in the game scene. **Yes**

-Any decisions on how character/elements should move in the game scene. **Yes**

-Is there the focal point. **Yes**

-Is there a foreground, middle ground and background. **Background**

-Is there a sketch/drawing where the light and darkness are considered into the composition. **Yes**

-Is there atmospheric perspective. **Yes**
(ask your Classmate if in doubt).

-Can your classmate explain how the graphic shapes and lines lead to the important (focus point) in the composition. **Yes**

(Ask your friend if you are in doubt about how he / she intended this).

Other relevant comments on this:

★★★★★