

Something About Lasers - Critique

Gameplay

Good

- Well-polished; the game looks complete
- Game-mechanics are implemented effectively; there are no major bugs
- Tutorial system does not impede gameplay
- Several different modes were successfully implemented

Not Good

- Puzzle mode gives no motivation to complete the puzzles; needs more humanity added, rather than just achieving a specific numerical value
- Tutorial system is somewhat lacking; better explanation is needed for each component, alongside some sort of reference to lookup items
- Component names were misleading at times (due to using the original names that were chosen before a full idea of the final game had been developed)
- Defence Mode was overly challenging and only minimal explanation of how to proceed was given
- The puzzles had a learning curve that was too steep; more puzzles were needed to provide a good understanding of each component (given more time, 2-3 times more puzzles would have been designed to explain the current component set)

Educational Aspects

Good

- Thought about the interaction of the different components as an overall system was required in order to complete puzzles and progress in Defence Mode
- The variety of game modes demonstrates the versatility of the system and provides different environments in which to think about how to construct a system from given components

Not Good

- No direct analogy was drawn between the implemented laser system and the similar system of electrical circuits
- Ambiguity/ non-clarity of component functions may have detracted from the educational value of certain elements (due to the use of trial and error rather than structured thought/ planning)

Key Learning Points

- Good motivation to complete levels needs to be given in order for satisfaction to be gained from completing them
- Thorough explanation of complex behaviours is required to provide full understanding
- It is preferable to construct solutions rather than analyse and use them