

Game Title (Team #): Gorillas Have Time (17)

In comparison to the **other** game proposals (except your own), you find this game (please mark the box):

☐Very Interesting ☒Interesting ☐Just OK ☐Not Interesting ☐Totally Uninteresting

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Write your critique in the space below:

Gorillas Have Time is an interesting game that makes use of virtual reality as their main platform. At its core, it's a turn-based first-person shooter game where gorillas make use of time traveling to compete for total domination by capturing bananas and bringing them to their zone. The winning condition for a player is to bring the most bananas after 5 total rounds. Players can travel to the past, present and future to achieve said goal, and can respawn infinitely. Hence, the gorillas are stuck in a time loop.

The progress update seemed a bit lackluster since it didn't show the main mechanics that the team originally promised. In fact, only the player movement and the shooting gameplay were presented in a dummy scene. The most important element of their game, which is time traveling is nowhere to be found. As a result, the main game flow remains missing, which should've been designed and implemented first. In addition, despite the challenge VR development imposes, modeling the players to mirror their real-time movement and fleshing out the scene so it looks somewhat presentable will cause a lot of overhead to the development team with the current state of the game itself. Adding to VR development, the team was successful in implementing player movement, which looks a bit glitchy but is negligible to some extent, meaning it can walk and jump. Moreover, the FPS aspect looks realistic and comparable to other existing FPS games, especially VR games, where the player can interact with a gun i.e., picking up and dropping a gun.

All in all, Gorillas Have Time delivers a lackluster demo, where too much time was spent on ensuring the VR feature is working and suitable for development, rather than focusing on implementing the main mechanics, which are basically the selling point of the game. With the current state of the development, more time will have to be allocated to implement the main game flow to make sure it is playable to some extent despite its lack of assets. For instance, the time traveling aspect is a feature that is too complicated and difficult to add in the game with the time crunch. Hence, it will have to be tweaked so that it's doable in the development phase.