Game Title (Team #): The First Day (16)

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

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

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

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

Write your critique in the space below:

The First Day is an interesting take on horror video games, taking inspirations from different sprite-based games, which is perfect to recreate a mysterious and glooming setting. Although like said inspirations, this game is unique in mixing together different mechanics from those games, while coming up with a story that makes use of different gameplay features that may keep the player immersed and entertained. The proposal presented a well-structured idea of the game the team wants to build, that is, a well detailed flow of the game, a general image of what the gameplay mechanics would look like and a clear description of the goal of the game. Although the simplicity of the gameplay features, I fear that what could hinder the game's development would be the incorporation of a convoluted story as it too much focus on it would sidetrack the team's attention from developing the main mechanics. In fact, too much time could be wasted on creating/outputting decent dialogues and designing/developing 2 different endings. I would suggest to either keep one ending and make the ending open-ended or put less focus in the storyline and define it early on during the design stage. To keep the player hooked and intrigued, the team will have design their puzzles such that it wouldn't be too complicated nor too simple for the player. I would also suggest, the puzzles to be well designed at the graphical level to make it visible enough for the player, and design a puzzle that would include simple scripts. If the team can overcome those concerns/obstacle, then the game would be a success and can definitely be playable for everyone who wishes to play it.

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