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　　　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:

Gorillas Have Time is an interesting game that makes use of virtual reality as their main platform. Its main selling point is the gameplay mechanics. In fact, with the lack of a storyline, the game finds a way to bring compelling features to the table to keep the player intrigued such as a real time combat system, but also realistic player movements and a time-traveling mechanic. However, I have 2 concerns. One would be that the game flow is too complex for the player to understand. In fact, implementing a time traveling mechanism that keeps track of past and future movements would be too complicated to figure out. Therefore, the player would have a hard time figuring out the actual goal of the game and how to win it. The team would waste time creating a tutorial "scene" explaining the basics of the game. The second concern would be that the player would have too many inputs to consider during the real-time combat. In fact, he/she would have too many options to consider while in combat, making the gameplay a bit too fast paced for the average player (speed,shield,magnet,dash,traps). Therefore, implementing those parameters would be a pain for the development. A primary suggestion would be to only focus on one simple mechanic or dumb down the time travel mechanic so that it can actually be implementable.