Antonio Feedback

Different assets

Having to draw different graphics for each level

Think about different settings

Reuse assets where you can

Doesn’t need to be intricate

Having bigger areas means bigger buildings and more buildings

This means that it will end up blocking shots from both sides

Think about a different way without having buildings because tower defense is an open map

Maybe rethink the game slightly

Mvp – should have a plan by the end

Frameworks?

Phaser?

Html 5 game framework

Don’t do it from scatch – use help

Colon JS

**Wont scale up to a full game without**

Impact JS

HTML Javascript

Different code

Everyone happy?

Mobile phone compatibility? – wont work because of the interface

Focus on one platform

If want to do mobile- think later in the year when the game is running

Slack – different platform for talking to one another

Google docs/one drive – to share up to date documents

Use licensed graphics – need permission to use – give credit

Read terms on the assets

Chloe

Novelty

How is our game different from others?

Focus on the element that is different from others

Level progression good

Storyline good

Losing lives – consequence later in the game – tying into the storyline

Maybe putting a bonus round? – power round to mix up keep users interested

Consistent health bar….

Strategy element

Making the weapon move around?

Character moving around during the game ?

Visuals could be better

Aimed at target users

But not necessarily exciting them

Working at 2:2

50-60s

Clear well planned and succinct

Key elements were displayed – but would have been nice to hear about the levels

Good aspect of the game

2:1

Diagrams to aid the effective communication we are tying to talk about

Concept art

Aesthetics

Setting the scene

Delivering the content was appropriate to the target users

Described the game

Delivery could be interesting

Standard and quality

Overall conveyed well delivery could be more interesting

Focus on novelty

How is it different

Individual player – lead on

Levels – lead on