452 Playtest Feedback

# Template for Feedback:

**Group being reviewed: WHO? (**your posting must be a response to the team's entry**)**

**Group reviewers:  Team name and Team members**

**Disclaimer:** Are you writing on your own behalf, or behalf of the entire team?

**Summary:**We felt the game was fun and we're looking forward to seeing it completed (*point out the positive*).  The objective was clear, but there were spots you could get completely stuck and restart the level (point out important things that does not work, be polite!).  The controls (be specific) were generally easy to use and intuitive, we especially like the two-space bar double jump feature (be as detailed as you can).  The game in general (provide a summary statement) has a great puzzle element, having a penalty for those who run in.

**Things we liked:**(bullet points, so that the team can *check items off*)

* Great Polish on menus and splash screens (Looks like a real game title!)
* Fun levels, save function is a very nice feature, it's always frustrating to restart
* We liked using snowballs to freeze enemies for puzzles, add more if you can!

**Suggestions/Feedback**

* Levels were a bit long, repetitive in some spots
* Bears were not so scary since they're stationary-maybe they should throw back at the penguin?
* Could not figure out how to duck like in the game demos

# Fantastic Pineapple Brotherhood

**Group being reviewed: Fantastic Pineapple Brotherhood**

**Group reviewers: Team NSK: Sarah Oliphant, Nathan Straus, Kevin Thomas**

**Disclaimer: On Behalf of the Team**

**Summary:**

**Things we liked:**

* Having 2 bosses is fun

**Suggestions/Feedback**

* Include a way for the player character to regenerate health
* Gravity was slow, so speeding it up might make the gameplay faster

# Smile Protection Squad

**Group being reviewed: Smile Protection Squad**

**Group reviewers: Team NSK: Sarah Oliphant, Nathan Straus, Kevin Thomas**

**Disclaimer: On Behalf of the Team**

**Summary:**

**Things we liked:**

* Drag and drop for the towers was very intuitive

**Suggestions/Feedback**

* Add more types of towers
* Each tower could have a limited amount of ammo and disappear when it’s ammo runs out, that might increase the strategy of the gameplay

# Spiral Trajectory

**Group being reviewed: Spiral Trajectory**

**Group reviewers: Team NSK: Sarah Oliphant, Nathan Straus, Kevin Thomas**

**Disclaimer: On Behalf of the Team**

**Summary:**

**Things we liked:**

* Arrow mechanics was fun
* Artwork was nicely done

**Suggestions/Feedback**

# CatBomb

**Group being reviewed: CatBomb**

**Group reviewers: Team NSK: Sarah Oliphant, Nathan Straus, Kevin Thomas**

**Disclaimer: On Behalf of the Team**

**Summary:**

**Things we liked:**

* Cat animation was good
* Overall viewport layout and basket placement seemed well done

**Suggestions/Feedback**

* The keyboard controls were cramped with 2 players
* Gameplay overall feels slow, maybe make some baskets worth more points than the others to add tension to the game and increase the strategy

# Extraordinary Obelisks

**Group being reviewed: Extraordinary Obelisks**

**Group reviewers: Team NSK: Sarah Oliphant, Nathan Straus, Kevin Thomas**

**Disclaimer: On Behalf of the Team**

**Summary:**

**Things we liked:**

* Cool concept and good art to go with it
* The clouds appearances were very surprising and added good tension to the gameplay
* Nice background music

**Suggestions/Feedback**

* It was a bit too easy, so maybe after the player collects half of the Zs in the game increase the number of clouds that appear

# Team Kowalski

**Group being reviewed: Team Kowalski**

**Group reviewers: Team NSK: Sarah Oliphant, Nathan Straus, Kevin Thomas**

**Disclaimer: On Behalf of the Team**

**Summary:**

**Things we liked:**

**Suggestions/Feedback**

* Include some kind of health bar for the player, so that they don’t die immediately the first time they encounter an enemy

# JEN\_Works

**Group being reviewed: JEN\_Works**

**Group reviewers: Team NSK: Sarah Oliphant, Nathan Straus, Kevin Thomas**

**Disclaimer: On Behalf of the Team**

**Summary:**

**Things we liked:**

* Spaceships and their tractor beams was a cool addition

**Suggestions/Feedback**

* Without a mouse, clicking for the laser eyes and using the keys at the same time was difficult, maybe add additional key commands for the laser eyes

# Orange SQ

**Group being reviewed: Orange SQ**

**Group reviewers: Team NSK: Sarah Oliphant, Nathan Straus, Kevin Thomas**

**Disclaimer: On Behalf of the Team**

**Summary:**

**Things we liked:**

* Sliding on the ice was well done
* Art was great

**Suggestions/Feedback**

* Being able to change the angle of the water would be cool