Presentation: 90/90 Team 10 Contigues: 10/10

CS426 Spring 2016 Final Project Proposal Critique Form 02/26/2016

Project critiqued: CAVE BALK-P-BALK PALADIN (Sh)
Team: Shi VIN, KAMIL PIEKUTDWSKI, MALIEU SZPAKOWSKI

Your name: BRESIL PRUDENTE

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

The Crame appeares to Be very work intensive tok a small pear. If they can bet extra support or work with mempers from cave, it may herp the term bet a Better isea how to bet the bane purposed.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

The Tools are appropriate tower that The came will be much for CAVE.

PLAYERS TO GET AN UNDERSTANDING OF WHAT'S GOING ON

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

The PRANTURE WORS DOABLE FOR a smare Team. The Extras, coarefred in the presentation, reince left our mother be a Good inca in terms of workload. AGAIN, this is a very ambitrous fame and regulars a not of prenditt to have a propore bance permo by the end of the semester.

Does their game sound like fun? Any suggestions on how to make it more fun?

yes, The concept of pure co-op is interesting,

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

Yes, They appears to know how to decedate the work as well as pear they workload. ONE GROUP member appeared to be missing purish the presentation

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

• IDEA IS The STRUNGEST ASPECT of the Came

• PETLAYABILITY AND GAMEPLAY MIGHT BE IN ISSUE. While The IDEA

of mwb cave is an interesting whom se an interest the Team must take cape to maintain the players' interest thrunchout the same

7. Be respectful!!

Critique feedback.

The Game is double & interesting as an idea, but requires lot of work. Taking care of the feasibility is the key.

You get well as a learn and planning is double.

CS426 Spring 2016	
Final Project Proposal Critique F	orm
02/26/2016	

Project critiqued: CAVE Back - to -back Paladin (Shi)

Team: Spectral manuer (Grarret)

Yourname: Khan, Muhammal K.

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

Very Strong team, I wouldn't out any thing from the design.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

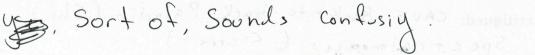
I think they need to fours more on the game and less on Art.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Nice plans and school.

Does their game sound like fun? Any suggestions on how to make it more fun?



5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

TOWN MELLEY TO THE WAY TO THE WORLD

cool, nice talking

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

They have a very strong team, but doing art and programming seems hard.

7. Be respectful!!

Caitique summany: Doability, planning and teamwork - On point. Maybe four less on artwork.

Project critiqued: CAVE Bock-to-Bock Poladin (Shi)

Team: Shi Vin, Kamil Piekutowski, Maciej Szpakowski

Your name: Garret Felher

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

This will be a very challenging project which uses the cave. It is doable which mindset.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

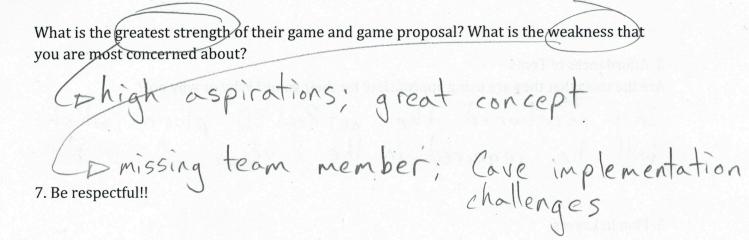
They mentioned the get Real 3D plugin which will be required in the cove.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Functional minimum = getting an interactive world in the cove. This is what they are doing and this makes the most sense.

4. Fun	
Does their game sound like fun? Any suggestion Sounds like fun w/	players + pozzles
5. Posture	
Did the group sit properly while doing the prop they look like they work well together?	mesi ad jo bos ad yd a osalosob - mag da
They were missing a the had a good reaso	team member; I 1



hope

Critique summary: Challenging but great soncept. Planning is good.

6. Conclusion: Key Strengths and Weaknesses

Project critiqued: Paladin [3]

Team://

Your name: Brandon Divis

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

Their game seems tough, but definetty doable. I would maybe cut their MP system, as it doesn't sentral to the nain same idea

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

Their tools seen appropriate.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Their layers make sense it seems that the team members will all be kept busy

Does their game sound like fun? Any suggestions on how to make it more fun?

The game definitely seems tun. Maybe don't limit the players's resources too much.

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

Their posture looked good, I think the ten will work well together.

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

I really like the idea of team-based puzzle solving. Making puzzles that are satisfying to complete will be tough.

7. Be respectful!!

Critique summary:
Think about the Multiplayer feature.
Peaning is or point for distributing the workload.

Project critiqued: 10

Team: Kamil Mariej Shi Puludin (5)

Your name: Eric Williams

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

Yes, I believe to is a good amount of work to finish by the end of the screenber, but could be tricky to implement.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

Yes, they wer components (get real 30) as well as what else they need.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Yes, they start with the basis structure and work their way up. They could durings there our purche so they may work sepentely

Does their game sound like fun? Any suggest	
Yes working together in	the cave could be
Pun.	The property with the same to the said
5. Posture	The same of the sa
Did the group sit properly while doing the properly look like they work well together?	s their game doable in a lay the and of the semes
I they look like they	wolf well togrether
Except for (Lamillabout)	
6. Conclusion: Key Strengths and Weaknesse	S
	nd game proposal? What is the weakness that
Strengths time towns	but of n
(D-D2)	our of the same time
of needs go be	but at the same time try Dang.
7. Be respectful!!	
Contigue: Having a basic functionity & puzzles to each member.	then distributing each layers
puzztes to each member.	and the state of the same and
AMES NEED STREET CONT. 12 TO TO THE CONTROL OF SECURITIES	

Project critiqued: (10) The Paladins
Team: 10
Your name: Andrew Burks

1. Small and Large Enough

Is their game doable in a by the end of the semester? If not, what would you cut from their design? (Or... perhaps their game is too easy to build. Why?)

2-player in case could be difficult, but I feel you can accomplish the task of finishing this game.

2. Affordances of Tools

Are the tools that they are using appropriate for their game? Why or why not?

very detailed description of tools, should be good for your game.

3. Plan in Layers

Does the ordering of the tasks in their layers make sense? Are there components that should be moved to an earlier or later layer? Will all the team members have something to do throughout the semester rather than having to wait for their teammates to finish their part?

Good layered design which should be expandable with parts independent of eachother.

Does their game sound like fun? Any suggestions on how to make it more fun?

5. Posture

Did the group sit properly while doing the proposal? How could they have sat better? Do they look like they work well together?

6. Conclusion: Key Strengths and Weaknesses

What is the greatest strength of their game and game proposal? What is the weakness that you are most concerned about?

-: case could prove challenging and take away from time to plaw create gameplay.

7. Be respectful!!

Contigue: Planning is good, nesseurces muse detailed. Game is challenging but doable.