

Speaker 1 (00:01)

What's the title of your game?

Speaker 2 (00:03)

Plasma chrome

Speaker 1 (00:05)

Okay you didn't say that at the beginning. (I did!) very brief, um, so okay, okay, the starting page. Nice inclusion, very nice detail to be able to keep everybody up to date, shows how much work you put into the presentation as well. Very nicely refined, you should be very happy with that. um, your log line when it does appear is really great.

Speaker 1 (00:32)

We'd love to see it further up in your presentations. It's what, 3 or 4 pages in, I think? you have your log line after you have

the description of your game, love to see that straight as you jump in or um, let's see here...

Speaker 1 (00:46)

Um, keep your fonts consistent between your document.

Speaker 2 (00:51)

It was consistent, but when you downloaded it, I think it overwrote

Speaker 1 (00:52)

Oh no okay. Fair enough. In which case? Maybe consider PDF in future or something that keeps those consistent fonts.

Speaker 1 (01:00)

Um, I think you're main like area for like improvement, which is to say there are very few of those, you're doing very well, erm is you mentioned that sort of like lava

lamp style of movement, I think it's a really good idea I'd love to see that represented in some studies, in some examples, really work on integrating that movement into the game, so if you're thinking about the stylistic movement, I want you to be as committed that as possible that is going to do a lot of broadcasting to the player where they are what they're doing so it'd be great to see iteration around that as well.

Speaker 1 (01:36)

Seeing you guys just some tests. The colours across the crossboard, super jumpy, they like jump out of page they're really really effective. It would be great to see.

Speaker 1 (01:47)

For example, this is slightly on the unity specific side, but it shouldn't be too hard to implement, um, is any like global illumination. If you have those like glowing

sort of portal looks, it would be nice to see that light scatter onto the objects around them. That's the thing it shouldn't be too hard to implement Um, your npc designs, I mean, the character designs in general, are very strong.

Speaker 1 (02:09)

My only question. Similar with a couple of groups is the readability of your designs at scale, so scale those down to what they're finally going to be make sure we can fully understand them. At the moment you have a very thin line width, and it's lovely and it's very like savage, chaumet (??) looking to me, but you want to make sure that they are consistent, within their context. Um, talk to your game designers about the whole timed level thing, I imagine this was their implementation? Or was it yours.

Speaker 1 (02:38)

Have a talk to them about it. Cos timed

level are a very contentious topic on the games design course. They are for the most part, fine, but they can either make or break a game. If you can end up frustrating players rather than intensifying then, for example. So have a think of what is the internal narrative for that timer? And what is the incentive for the player?

Speaker 1 (02:58)

That's actually going to let them sink their teeth into that challenge rather than frustrate and uh, yeah, that's what all I got.

Speaker 2 (03:08)

Yeah, You guys did a really good job. I think like everything's so coherent I'd love the style, I love the colours. Um, this is literally just nitpicking, the only slide that I'm like, ooh! would like to see better, is the time line, it's very very small in the corner. Like it's literally, just drag it out. But other than that very good. Maybe separate the

environment from that, and yeah, just make that bigger.

Speaker 1 (03:30)

Otherwise yeah, very, very good work, thank you.

Speaker 2 (03:39)

I recorded it.

Voice 250314_151211

03:41

