

Feedback & Analysis of Ideas

1. Grapple Guy

Good:

- Simple control scheme
- Simple concept for scores, people will immediately “get” it

Bad:

- Likely to have a steep difficulty curve
- Gameplay will be the same throughout

Other:

- Has it been done before?
- Similar to flappy bird (good - people enjoyed that game, bad - it's been done before)
- Will have to use procedural generation
- How can it be expanded? Will it need expanding?

Thoughts from external sources:

- Concerned it will turn into a “rage game” (something like Cat Mario?)
- Bit spider-man-y
- Hard to control
- Have to contend with screen movement
- Difficult to time grapples
- What happens if you don't let go?
- Is there air resistance?
- Surfaces that are in-grapple-able?
- More simplistic as it doesn't have planes
- Always trying to beat personal best
- On screen scoreboards?
- Does it get harder / faster / more obstacles?
- Reminiscent of grappling in worms
- Would be cool to lower and raise self from rope
- Sharks could come out of the water

2. Pogo Fello'

Good:

- With levels, the difficulty curve can be tweaked
- It can be easily expanded to add more features
- Fairly novel idea

Bad:

- Controls are not immediately obvious

Other:

- Also may have been done before
- Similar to Little Big Planet

Thoughts from external sources:

- Could be expanded into more detailed or natural levels
- How do obstacles impede the player?
- Are there lethal obstacles?
- Are there airborne obstacles?
- How would it feel to play?
- Is there an indicator for which plane you're in?
- Are there flips or stunts?
- Needs power ups to keep it interesting
- Needs to look interesting in colour
- Dissolving platforms
- Could have hidden routes behind terrain
- Sense of achievement for finding secrets / special items
- Score for level
- Points awarded for tricks
- Life / death mechanic for not landing properly