

Team: Team OWE

Game Title: The Cure

Please rate how much you agree or disagree with the following statements about the team's presentation and concept.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly disagree
I could state the core concept to other people			✓		
I think the USPs are attractive		✓			
I would want to play this game		✓			
The team can complete this project within a year		✓			
The presentation went too fast for me to follow	✓				
I know someone who would want to play this game			✓		
The team are well organised				✓	
I understand their IPR agreement				✓	
The project is too ambitious for a team of this size				✓	
I know what the team's strengths are					✓
I want to know more about this game			✓		
The team have identified the right places to promote their game			✓		
The gameplay sounds like fun		✓			

List 3 specific ideas or facts that you stuck with you after the presentation.

1. Branching Narrative
2. worldbuilding strong
3. Cool bonus content to "hard" endings

What will be the biggest challenge in developing this concept?

The scale. A branching narrative in an open world in one year will be hard.

What is one suggestion to help them improve their concept?

~~Develop~~
Scale back, either make the world smaller

Team: Team one

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The team have identified the right places to promote their game					✓
The gameplay sounds like fun					✓

List 3 specific ideas or facts that you stuck with you after the presentation.

1. multiple choice ending
2. Fantasy world
3. Interesting narrative.

What will be the biggest challenge in developing this concept?

Creating a multiple choice ending in a way so that the game and environment are affected.

What is one suggestion to help them improve their concept?

Include more actual gameplay mechanics

Team: 1.

Game Title: Originating Narrative Experiences The Cure.

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The gameplay sounds like fun				✓	

List 3 specific ideas or facts that you stuck with you after the presentation.

1. In detail structure of the story narrative
2. Features
3. Design

What will be the biggest challenge in developing this concept?

lot of features to be programmed.

What is one suggestion to help them improve their concept?

Revise your unique selling points

Team: TEAM ONE

Game Title: The Cure

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The gameplay sounds like fun				✓	

List 3 specific ideas or facts that you stuck with you after the presentation.

1. 3D diegetic sounds.
2. Witcher 3 ~~as~~ related to their game
3. 3 different endings

What will be the biggest challenge in developing this concept?

Creating the different branches/choices of in game.

What is one suggestion to help them improve their concept?

to make it harder for player to choose between their wife or King have some sort of personal connection with the King (EG) childhood friends with King.

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Game Title: The cure

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The team have identified the right places to promote their game			/		
The gameplay sounds like fun				/	

List 3 specific ideas or facts that you stuck with you after the presentation.

1. Story
2. Theme
3. Gameplay

What will be the biggest challenge in developing this concept?

The scale

What is one suggestion to help them improve their concept?

Team: Team ONE

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The gameplay sounds like fun		✓			

List 3 specific ideas or facts that you stuck with you after the presentation.

1. Medieval
2. Multiple Endings
3. Sounds great

What will be the biggest challenge in developing this concept?

Having the ~~the~~ time and resources to build it as it is an open world game with a range of different NPCs

What is one suggestion to help them improve their concept?

Try to narrow the game down as there are alot of open world medieval games

Team: Team ONE

Game Title: The Cure

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List 3 specific ideas or facts that you stuck with you after the presentation.

1. 3 endings
2. 16 Rating due to violence.
3. Target demographic = 20 year old male.

What will be the biggest challenge in developing this concept?

Time for development

What is one suggestion to help them improve their concept?

perhaps consider the time you have to develop the project - however it is an exciting idea.

Team: Team ONE

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List 3 specific ideas or facts that you stuck with you after the presentation.

1. Competition with large titles like Zelda BOTW and the ~~with~~ witcher
2. Branching storyline
3. Fantasy-style version of the UK

What will be the biggest challenge in developing this concept?

Competing with AAA titles

What is one suggestion to help them improve their concept?