

Circe Studios Critique

The group I was tasked to critique was a team of three girls, Sierra, Alexa, and Anna. Their group's name was Circe Studios. Their game was called Guardian of Salem. It's a pixel art, puzzle story game, where you play as a young girl killed during the Salem Witch Trials. Your goal is to protect the girls of Salem from being killed, while uncovering your past and revealing the evil Mayor's true nature. The team's purpose for choosing the Salem Witch Trials as their muse was to show how real and horrifying this event really was.

Their game is something of a cute and adorable nature, given the pixel art. They chose to go with a simple art style and simple controls to go along with a complex and convoluted story. They ended up hooking me into their game, as I'm a big fan of stories, and they gave me hope. Hope for a game in which tells a wild story of a young victim of a gruesome historical event. Their art, storytelling, and gameplay all seem, as far as their MVP, to mesh well together. I can tell they are passionate about their game and have put thought into what they want to accomplish in it.

Going into a more detailed critique, I'll begin with what was seen first, their art. Seeing the player model, I thought it was an adorable little ghost girl. One that seems innocent at first sight, as she was just a normal girl before she died. Her white dress color and blue aura contrasted with the dark background that they used for their first level. The bushes, trees, and ground had much detail for pixel art. Going into the story they chose, I actually appreciated that they were not only making a game, but using it's time in history as a way to create awareness of the Salem Witch Trials. They couldn't reveal the story, but they did speak on the fact that they already have many ideas for the story and the stories of other characters. They've predicted the future projected workload to a pretty high degree, expecting it to be wild. They were careful enough to stick with what they knew they could handle, and not to go overboard with what they can't finish in a short time span. I only had questions in regards to future gameplay, as to how the main character was going to interact with the real world being a ghost. They answered that the player can't be seen, but she can manipulate real world objects, and her only physical interaction was to be with a wolf that can see her and be her guide. Since it was just an MVP, I couldn't really critique much, but all I can say is that I hope their workload doesn't become overwhelming. I hope they can make their game to a point where they are satisfied with the final product. I can just tell that their story will be compelling (I asked the girls if I could play their game once it's done).

Overall, their game has ways away from completion, but it has a lot of potential. I'm looking forward to the storyline, and how their gameplay will turn out. My only suggestion would be to organize the work as detailed as they need so that they aren't overwhelmed with work. That's under the assumption they aren't doing that already.