

# ADVENTURE GAME CONTEST 2015

## Competitors



### Magical Potions

by the playing wolves



### Chaos in Cannibal Village

by Randrian and Loko



### Locked Out

by Nimos



### Fantasy Quest

by Andi Liddell



### Help

by Joseph Midthun



Visionaire Studio

# Magical Potions

by the playing wolves



## Matthias Glanznik

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

4

Content

2

**First of all the backgrounds look charming!** ‚Magical Potions‘ feels a bit like a combination of the first ‚Discworld‘ adventure and some of the earlier works of Daedalic. The main character is nicely animated. Also the music is fitting and the credits do look lovely.

**However so far it's a very light Gameplay.** Especially because there are so many nice details in each location, it was disappointing that there actually wasn't much to click on yet (and it's not possible to display all available hot spots in each location). Plus we can only take objects and not also examine them. Also it is not ideal that there is "options" in the menu but you can't click on it yet (it doesn't work). One other thing that bugged me was that a few voice samples were missing during the conversation with the prisoner. Besides after freeing the prisoner the chain is suddenly back on again. Little flaws

like that give it a more unfinished feel than necessary.

Further more when it comes to story and puzzles ‚Magical Potions‘ seems thin. For example the strength potion puzzle – which is very much in the center of this game – doesn't feel like a puzzle yet. For now it's too vague (the simplest way to establish it more carefully would have been by providing some sort of recipe that tells us how to make this and other potions... I didn't find anything like that in the game and only solved it by trial and error). Also humorous remarks, funny references would probably work best for this kind of story but I didn't see that much of it yet.

**So on a technical level it's a very promising start and there's definitely potential here. However the rest still needs more time to grow.**



## Andreas Baumann

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

5

Content

4

„Magical Potions“ looks gorgeous and very professional. The graphics really stand out and the highly detailed backgrounds and characters manage to create a great mood. Unfortunately the game lacks a bit of smart puzz-

les to compete with the art style. Instead you collect everything that is not nailed down and use it right away. Besides that, there is hardly anything to criticize.



## Tobias Maak

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

5

Content

3

A old magician gets locked into a left house. Will he find a way out? And who's that slave, chained in the cellar? Magical Potions is a nice and short ‚Breakout‘-Adventure

with detailed Graphics, which I really enjoyed. But sometimes I felt lost brewing the magic Potion. Giving kind of a recipe to the player would have helped.



## Jan Schneider

Editor of adventurreff.de

Presentation

4

Content

2

Beautifully drawn scenes with many details and a fitting background music create a well-crafted fantasy setting. While technically convincing despite the lack of polishing, the story leaves many questions unanswered, as if

players are thrown into the middle of a larger game. The puzzle design is not on par with the presentation, many solutions are found by brute force rather than logic. The „options“ and „credits“ buttons do not work.



## Pascal Welsing (kOSH)

adventurreff.de

Presentation

4

Content

3

### Overall a good game

- [+] nice animations
- [+] sounds
- [+] nice graphics
- [+] nice usability and
- [+] speech

- [-] hot spots missing
- [-] no info for items
- [-] no options (music and sound etc)
- [-] story (how did the wizard got there?)



## Nils Kuklik

Project leader of Sherman Bragbone, a Visionaire Studio project

Presentation

5

Content

3

The art design shows a richness of details that one can imagine the many hours that have been spent. Wonderful backgrounds and some fluent animations. The game comes with a good synchronization of the dialogues. Despite the scenes are full of details and objects, only with

few you can interact. Here I had wished a little bit more complexity and puzzles. The puzzles which are there are easy to solve, but are not all perfectly integrated into the story (context of the potion).



## Alex Hartmann

Programmer Visionaire Studio

Presentation

4

Content

3

Very nice graphics and animations, good use of Lua for puzzles. Great potential but somehow seems incomplete, e.g. options and credits screen is missing (but present in start screen). Speech output is great (needs adjusted volume though). Interface could be better (e.g. auto-

matically closing inventory and options interface when mouse leaves interface) and double click on strength potion at the end was hard to find out.



## Simon Scheckel

Visionaire Studio Team

Presentation

4

Content

3

Beautiful professional artworks and music are in contrast of the not so professional but still good story, sound and okay gameplay.

The riddles were a bit to easy for my taste. Magical Potions has a very clear structure and shows sophisticated use of Lua.



## David Stoffel

Visionaire Studio Team

Presentation

5

Content

3

Professional 2D artwork with an soundtrack which fits to every scene. No classic puzzles, but a clear story.

Advanced lua scripting. No videos and fx sounds are stereo (no auto-pan). Very expandable game with more time.



## Axel Kothe

Adventure Treff

Presentation

4

Content

3

Beautiful graphics are the main draw of this game. Attempts at humor are not convincing, the voice acting

quite bad. There is not a lot of story, but it's a nice setup for a bigger adventure. Nice music!



## Thomas Dibke (Marvel)

Visionaire Studio Team

Presentation

4

Content

4

### Plus:

The game shows nicely hand painted graphics with a great atmosphere and lovable music. The voice acting is not perfect, but well done for this kind of small demo and the little time each team had to complete the game. Also I do like your game menu with the animation of the opening book. Especially the animation of the fire is awesome and shows a great individual style.

### Minus:

Unfortunately it's not completely clear what the player has to do. There is no real introduction into what has happened to the wizard and what is his mission. Also there is no introduction for the game controls, so the player has to find out that double click is used to examine, take or use an object. Some testers could not progress for a while because of these problems.

Plus there are some general issues with the game handling: There are many objects in each room, but just a very few to examine. Because of a missing hotspot function it is hard to find every single object or spot. Also it'd be nice if the inventory would open and close by clicking the right mouse button. Also there is no response, when the player tries to combine an inventory object with an in game object (like the boiler, the door or others) and there is no chance to examine the inventory objects.

**Magical Potions is a nice game with a promising art style and lovable details with a lot of potential for a professional game... but the creators should work on handling and storytelling.**



## Lee Clarke

Visionaire Studio Team

Presentation

5

Content

4

### Presentation

Pretty nice overhaul. The menu design & UI design was really good. The artwork looked like it could have come out of a children's novel. The music did it's job well. The credits video looked liked it belonged in a commercial game. The game is also fully voiced in English, which is a bonus.

### Writing

The writing was ok. It was clear to a degree of what you had to do; escape. Other than that I didn't understand where the bit about the strength potion came from - It seemed to be plucked out of thin air.

### Enhancement

There's a lot of Lua script going on in the script section. I've managed to get a grasp of what is for what, although some of it does seem a bit irrelevant. There's also some functions incorrectly added / being used such as the mainLoop handler which contains code that does not need to be in it. The particle system is featured in the third scene. The potion mini-game was a nice touch.

### Structure

The structure is ok for the most part in both the editor & the project folder. I'm not so keen on some of the naming convention, bit that's personal preference on my part.

### On a side note:

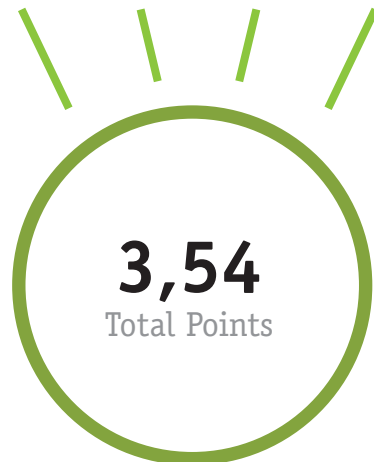
There were various inconsistencies here & there in regards to condition states, which ended up resetting themselves. Also most of the if else queries were not closed off. Other than that, it was all gravy.

# Magical Potions

## Evaluation Form

Name / Rating by	Presentation	Content	Enhancement	Structure
Matthias Glanznig	4	2		
Andreas Baumann	5	4		
Tobias Maak	5	3		
Jan Schneider	4	2		
Pascal Welsing	4	3		
Nils Kuklik	5	3		
Axel Kothe	4	3		
Lee Clarke	5	4	2,5	4
David Stoffel	5	3		
Alexander Hartmann	4	3		
Simon Scheckel	4	3		
Thomas Dibke	4	4		
<b>Sum</b>	<b>53</b>	<b>37</b>		
<b>Average</b>	<b>4,4</b>	<b>3,1</b>	<b>2,5</b>	<b>4</b>

\*0,35    \*0,25    \*0,25    \*0,15  
**1,54    0,775    0,625    0,6**



### Enhancement

Parallax	-
Lightmaps	x
Partikel	x
Action Areas	-
Shader	-
LUA	x
Volume	-
Tweens	x
Savemenu	x
Snoop	-
Points	5 x 0,5 = 2,5

# Chaos in Cannibal Village

by Randrian and Loko



## Matthias Glanznik

Editor of [adventurecorner.de](#)

Presentation

3

Content

5

‘Chaos in Cannibal Village’ was a charming and enjoyable experience. In more than one way it reminded me of the old classics from LucasArts. My favorite part about it are the well executed jokes and the well established puzzles which can compete with a lot of commercial adventures out there (although... to improve the dynamite cake puzzle, adding a lighter to the inventory might have made a bit more sense; also I wish there was a puzzle here that makes real use of her notebook in the inventory – but except for that it’s good work).

The old school controls work well too, allowing several ways to interact with the objects in each location. It’s good to see that so many combinations lead to a specific response from the protagonist. Plus it’s possible to display available hot spots in each location which can be helpful as well. And I enjoyed the fun little tutorial at

the beginning which – like the rest of the game - doesn’t take itself all too seriously.

There’s a great amount of creative ideas in it which no doubt is a great asset for further adventure game projects. On a technical level (backgrounds, characters, animations and music) of course there’s still a lot room for improvement. Also the story is simply and the game mostly relies on comedy. Nonetheless it all works well enough within the scope of this demo. After all I’d be very curious to see more funny adventures with this duo!



## Andreas Baumann

Editor of [adventurecorner.de](#)

Presentation

4

Content

4

Very good art style that reminds a lot of „Edna and Harvey: The Breakout“. The puzzles are cleverly designed. Even solving is well executed for a non-budget short-story.

The humorous story is a bit over the top, but could still appeal fans of this kind of adventures.



## Tobias Maak

Editor of [adventurecorner.de](#)

Presentation

4

Content

5

Two girls on search for a lost Idol, invited for Dinner by Cannibals... While one of the girls is about to get cooked the other one tries to rescue them both. Some fine jokes,

good riddles and cannibals – what more does a good adventure need? I really enjoyed the game.



## Jan Schneider

Editor of adventurereff.de

Presentation

4

Content

4

Chaos in Cannibal Village tells a complete yet short story with a distinct twisted humor. It features charming, slightly amateurishly drawn visuals with many details and a generic soundtrack. The puzzles are well designed, match the weirdness of the humor and their solutions are hinted in the protagonist's monologues. Undoub-

tedly, the developer's attention to detail and additional features is a big strength: The game already contains multiple languages, implements a hotspot key, contains a functional options dialog, and provides an ingame tutorial.



## Pascal Welsing (kOSH)

adventurereff.de

Presentation

4

Content

4

**Great game, nice riddles: fun to play.**

- [+] nice animations
- [+] sounds
- [+] nice usability
- [+] hot spots
- [+] individual feedback
- [+] speech and riddles

- [-] Quick animation to bathroom (character is floating)
- [-] Lighten dynamite in the end without lighter?



## Nils Kuklik

Project leader of Sherman Bragbone, a Visionaire Studio project

Presentation

4

Content

4

A harmonious, colorful graphics style with several screens to explore. The game gives an introduction into the story and comes with a short gameplay tutorial, the dialogues are well written. Of course the setting and storyline isn't something completely new, but it was fun to play, the puzzles are always logical, fair and well embedded, the scenes could need some more objects for

interaction.

The german synchronization could be more professional and the old-school interface isn't state of the art (no usage of right mouse button) - but that barely reduces the overall positive impression.



## Alex Hartmann

Programmer Visionaire Studio

Presentation

3

Content

4

Nice graphics but somehow overloaded. Funny story and challenging puzzles (although sometimes I was missing hints what to do next). Nice effects including snoop ani-

mations. Text is hard to read. Could be a perfect game if everything would be reduced a little bit (especially scene graphics, number of items).





## Simon Scheckel

Visionaire Studio Team

Presentation

4

Content

5

Chaos in Cannibal Village was a very interesting game. While the childish naive characters somehow fit brilliant the cliché of many adventure games, the riddles kept me going and the game surprised me with some humor.

And in the end I was not disappointed. A big plus is also the great option menu and audio.



## David Stoffel

Visionaire Studio Team

Presentation

3

Content

4

The game is full of wonderful humor, that will amuse you not only for the first match with very much audio contents.

Movies are encoded with the license free codec VP8 :).  
Fx sounds are stereo (no auto-pan).



## Axel Kothe

Adventure Treff

Presentation

4

Content

4

Nice colorful graphics, easy but nicely designed puzzles, funny at times. Bad voice acting



## Thomas Dibke

Visionaire Studio Team

Presentation

3

Content

5

### Plus:

The game gives a pretty nice introduction into game story and controls. The story is challenging and has some interesting turning points - which is entertaining. Graphic artworks, character movements and animations are solid. The graphic style is more orientated to children, but it's well fitting to the sweet story and the kind of humor. Also it's great, that the team implemented several nice features like parallax scrolling, foreground objects, tooltips, several dialogues, random actions and even speech.

### Minus:

The chosen interface (classic „SCUMM“ system) needs a lot of mouse movement; even with the help of the keyboard. Today there are more comfortable solutions - think of the game control of adventure games like Deponia or Whispered World.

For my taste the texts are too hard to read. The fonts are too fragile and need more contrast to the background. Same for the dialogue system which seems a little misplaced at the top of the screen.

**Chaos in Cannibal Village is nice and entertaining storytelling with interesting characters, a funny story including some funny turning points and a very good technical implementation.**



## Lee Clarke

Visionaire Studio Team

Presentation

4

Content

4

### Presentation

The artwork in this reminds me of something you might expect to see in one of those children's TV shows where they teach kids about something. It's not as aesthetically pleasing as some of the other submissions, but I'm not deducting points for that. The animations are object interaction is done pretty well, although the alignment between the character animations is a little off - as noted by the character shifting a few pixels on animation change.

### Writing

The story was ok. I understood what I needed to do & more or less how I needed to progress.

### Enhancement

The menu was a little confusing but it did make use of an old version of the config.ini script, that I wrote a couple years back, which meant that it remembered the players previous settings on game start. The game also featured a few other enhancements via Lua script & also editor related enhancements, such as parallax scrolling.

### Structure

The structure was ok in both the editor & the project folder; however it was a little inconsistent here & there, in regards to naming convention

On a side note: The menu was confusing. Initially I ended up with the game starting in German, which made me think that it was in German only, but I did eventually manage to get it into English; well the text anyway.

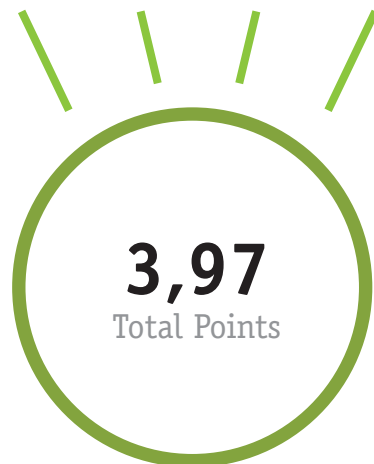
There was various bugs throughout the game, including a large one at the end which prevented me from getting inside of the hut, even after both guards were out of the way. I also did not find anything to use as the head for the replacement Claire, I guessed it might have been in the hut I couldn't enter. When I forced the condition via the console to allow me to enter I ended up with Claire in the hut in her soup outfit (which was pretty amusing) & then after a couple displayed texts the game finished.

# Chaos in Cannibal Village

## Evaluation Form

Name / Rating by	Presentation	Content	Enhancement	Structure
Matthias Glanznig	3	5		
Andreas Baumann	4	4		
Andreas Maak	4	5		
Jan Schneider	4	4		
Pascal Welsing	4	4		
Nils Kuklik	4	4		
Axel Kothe	4	4		
Lee Clarke	4	4	4	4
David Stoffel	3	4		
Alexander Hartmann	3	4		
Simon Scheckel	4	5		
Thomas Dibke	3	5		
<b>Sum</b>	<b>44</b>	<b>52</b>		
<b>Average</b>	<b>3,7</b>	<b>4,3</b>	<b>4</b>	<b>4</b>

\*0,35      \*0,25      \*0,25      \*0,15  
 1,295      1,075      1      0,6



### Enhancement

Parallax	x
Lightmaps	x
Partikel	x
Action Areas	x
Shader	-
LUA	x
Volume	x
Tweens	-
Savemenu	x
Snoop	x
Points	8 x 0,5 = 4

# Locked out

by Nimos



## Matthias Glanznik

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

2

Content

4

Although the intro was a bit slow for my taste, it's a nice start (I liked the depth of focus) and felt like a nice reference to certain movies. However later it didn't feel like it fit that well to the rest of the game. Unfortunately I think there are a few more things that do not work that well together.

First of all the graphics seem off in terms of perspective and proportions. Also the characters look very rough and do not match the style of the background all too well. As for the music, it does sound good but it might be a bit too serious for this kind of story. Fortunately you understand how to approach certain limitations in a funny way - it makes certain flaws a bit more acceptable while playing.

From my point of view ‚Locked Out‘ works best when it comes to puzzles and funny comments. Although the story idea is pretty simple it is told in an entertaining way and comes with some witty writing - only sometimes it needs a bit more direction (for example considering the short cut scene at the beginning). Also the puzzles seem pleasantly clear and well established. It's not difficult to play but it's fun. Another positive aspect was that there are many hot spots to explore.

So despite certain visual limitations ‚Locked Out‘ turned out to be a promising demo. I had a few good laughs while playing.



## Andreas Baumann

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

2

Content

3

A (not so) average day situation and something that could happen to all of us. One of adventures greatest mysteries is the question, how to get a locked door open. „Locked out“ picks up this puzzle once again, but

executes the solution quite good with clear tasks and a straight forward control scheme. Despite the graphics being of lower quality the game still manages to be fun for the few minutes of story.



## Tobias Maak

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

3

Content

4

You lost your only keys in the snow. What would you do? Adventure-Heroes don't choose the easy way and so we have to find a way to get the key back without cold

Hands. The game offers realistic puzzles, not the best graphics but has a nice humor, making some jokes about itself so it was fun to play it.



## Jan Schneider

Editor of adventurereff.de

Presentation

2

Content

2

In Locked Out, the protagonist loses his keys in the snow and somehow has to find it to get into his house. The intro is presented as an animated full-screen video. Unfortunately, the animations as well as the ingame graphics and the music are quite weak and lack detail. The game,

since being very short, also does not contain interesting puzzles. The protagonist's meta comments on adventure game desing, this game in particular, and the Visionare engine contain a charming amount of self-irony.



## Pascal Welsing (kOSH)

adventurereff.de

Presentation

2

Content

4

### Overall a good game

- [+] humor
- [+] individual feedback
- [+] sounds
- [+] animation
- [+] riddles
- [+] speech

- [-] Graphics
- [-] Same dialogue with Timmy after puzzle was solved already



## Nils Kuklik

Project leader of Sherman Bragbone, a Visionaire Studio project

Presentation

3

Content

4

Humor and synchronization are the major strengths of this adventure. The humor often plays with adventure clichés and is sometimes self-ironic referring to the simple graphic quality. But despite the art design, the game

still produces a good atmosphere, although the story by itself isn't groundbreaking. The puzzles fit into the setting and are easy to solve, the one-click-interface is what it is: easy to use.



## Alex Hartmann

Programmer Visionaire Studio

Presentation

3

Content

5

Very simple but complete game. Great atmosphere thanks to speech output. Good introduction. It's always clear what to do next.



## Simon Scheckel

Visionaire Studio Team

Presentation

4

Content

4

Locked Out shines with bright humor and very good sound. Even if the graphics are rather simple it all

comes together in a fun time playing. Many game play elements show seasoned use of Visionaire.



## David Stoffel

Visionaire Studio Team

Presentation

4

Content

4

Nice hand drawn artwork, which i never have seen before. Good puzzles and it makes fun to play. Scenes are consistent with the soundtrack. Movies are encoded

with the license free codec VP8 :). Fx sounds are stereo (no auto-pan).



## Axel Kothe

Adventure Treff

Presentation

3

Content

5

Really funny, beautiful music and good sound effects, ok voice acting, even an intro. Graphics are weak



## Thomas Dibke

Visionaire Studio Team

Presentation

3

Content

3

### Plus:

„Locked out“ convince with a perfect introduction into storyline and the protagonist’s mission. That video is a really nice lead-in. Also the game shows several possibilities of the Visionaire Studio Engine (Menu, Video, Particles, Wayborders, Dialogues, Voice Recordings, Hotspots). The voice acting is very nice.

### Minus:

The artworks are simple, compared to some of the other entries, but that’s just a minor thing when riddles and story convince. Unfortunately there are just a few rooms and objects to take and the game lacks some

dramaturgic surprises and turning points. Regarding the game control it is unusual that a screen can be moved/ scrolled just with the mouse. So I missed that and was stuck for a while.

**Nimos did a great job by creating this game all alone - which could be hard. Locked out is a nice little game and technically well done.**



## Lee Clarke

Visionaire Studio Team

Presentation

4

Content

5

### Presentation

Aesthetically not as pleasing as any of the other games, but I enjoyed the cinematic feel generated by the music score & the introduction.

### Writing

It was a simple storyline, but it worked well & introduced the player to a basic progression puzzle. It had a clearly defined goal, with logic based (game-wise) approach to completing said goal.

### Enhancement

It featured the use of the particle system fairly well to simulate falling snow in the outside scene & the menu. It also used the particle system for the spark generated while charging the magnet. I don’t think there was any of enhancement features used, besides the snoop system.

### Structure

The structure & name convention is sub-par. It’s ok, but it’s a little inconsistent & the files are placed in various folders that don’t make sense.

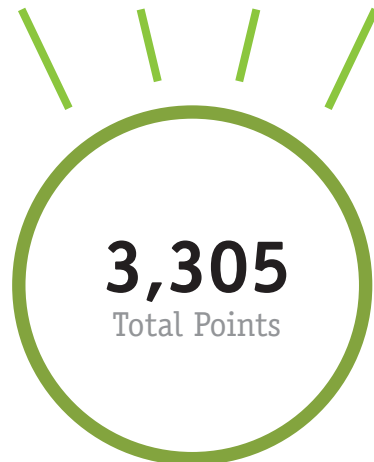
**On a side note: This game was easy to play from beginning to end, however there was that discrepancy with not closing of the if else queries, again!**

# LOCKED OUT

## Evaluation Form

Name / Rating by	Presentation	Content	Enhancement	Structure
Matthias Glanznig	2	4		
Andreas Baumann	2	3		
Tobias Maak	3	4		
Jan Schneider	2	2		
Pascal Welsing	2	4		
Nils Kuklik	3	4		
Axel Kothe	3	5		
Lee Clarke	4	5	3	4
David Stoffel	3	4		
Alexander Hartmann	3	5		
Simon Scheckel	4	4		
Thomas Dibke	3	3		
<b>Sum</b>	<b>34</b>	<b>47</b>		
<b>Average</b>	<b>2,8</b>	<b>3,9</b>	<b>3</b>	<b>4</b>

\*0,35    \*0,25    \*0,25    \*0,15  
**0,98    0,975    0,75    0,6**



### Enhancement

Parallax	<b>x</b>
Lightmaps	<b>x</b>
Partikel	<b>x</b>
Action Areas	<b>x</b>
Shader	-
LUA	-
Volume	-
Tweens	-
Savemenu	<b>x</b>
Snoop	<b>x</b>
<b>Points</b>	6 x 0,5 = 3



# Fantasy Quest

by Andi Liddell



## Matthias Glanznik

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

5

Content

4

„**Fantasy Quest** looks charming and it comes with a nice soundtrack. I also liked the verb coin and that even futile interaction attempts usually get a proper response. The only thing that annoyed me here is that a few times the verb coin only appeared for the inch of a second and then I had to try again.

**The story idea feels simple but it comes with a cool twist at the end** - which at the same time gave a good explanation why most of the game doesn't have any voice acting (the voice acting at the end is great by the way). What the game could use a bit more of are funny comments and references. In terms of puzzle design it's nice work too but one thing bugged me a bit: Basically the door opening puzzle works fine. However it is easily tricked. For example if the protagonist steps on the mechanism and then uses the only half filled vase with

coins the response is that it's not heavy enough and so the vase with coins goes back to the inventory. Only at the same time the door stays open even though it should close. That is why it is easily possible to get to the next room with the vase filled with coins and without putting weight on the mechanism.

**Overall I liked „Fantasy Quest” very much and I'd be interested to see a continuation of that idea (with the kid imagining several other adventures...). For now it is a pretty good start.**



## Andreas Baumann

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

4

Content

4

„Fantasy Quest” surprises with a nice turn that makes even this short story appear concluded. It's not too difficult to solve the puzzles, but nonetheless they have some logical design. The detailed graphics succeed in delivering a good atmosphere, although the music be-

comes a bit annoying after a short period of time and some of the hotspots do not vanish after a completed user action. Since it does not affect the game play much, that one is rather irrelevant for giving the game the good rating it deserves.



## Tobias Maak

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

4

Content

5

You play as Knight in a dark Dungeon, searching for loot. But suddenly you meet a enchanted Knight - who's now a frog. Can you save him and escape the Dungeon?

Nice Graphics and a really great twist make this game memorable.



## Jan Schneider

Editor of [adventuretreff.de](http://adventuretreff.de)

Presentation

5

Content

5

Despite its short length, Fantasy Quest presents a clever but not frustrating puzzle chain, reusing its two rooms several times, and tells a tale, more precisely the climax of a tale, with a wonderful twist and a beautiful message. The whole package makes a quite polished impression,

the developers appear to rather omit details that would otherwise have a subpar quality. Having a very consistent visual style, the background music's catchy tune adds to the experience.



## Pascal Welsing (kOSH)

[adventuretreff.de](http://adventuretreff.de)

Presentation

4

Content

4

**Overall a great, cute and fun to play game.**

[+] story  
 [+] graphics  
 [+] lightning  
 [+] sounds  
 [+] music

[+] speech  
 [+] riddles

[-] Menu (nicely done but didn't work all the time as meant to be)



## Nils Kuklik

Project leader of Sherman Bragbone, a Visionaire Studio project

Presentation

5

Content

4

The game does many things right. An interesting setting with a surprising ending, an atmospheric graphics style, well-written dialogues with a bit of humor, and logical puzzles. The interface is well-thought-out and technically well implemented. In my opinion there could be a

little less hints when interacting with objects and some more puzzles to make the gameplay a bit more demanding. But overall this game really illustrates the potential of the developer as adventure designer.



## Alex Hartmann

Programmer Visionaire Studio

Presentation

5

Content

5

Great atmosphere (nice graphics and sound), smooth animations aligned perfect to scene interaction, good performance (limited animation frames and frame size),

nice story with surprise ending. Good puzzles. Font is hard to read



## Simon Scheckel

Visionaire Studio Team

Presentation

4

Content

4

From all games sent to us, this is the one that shines brightest, in my opinion. While starting on a rather general premise, the game develops with interesting riddles, mechanics and humor.

The ending is what made this game even more memorable. Great artwork, music, sound and use of many features.



## David Stoffel

Visionaire Studio Team

Presentation

5

Content

5

Nice modern artwork of a 2D adventure with entertaining puzzles to solve and an unexpected ending.

Usage of lua script. Movies are not encoded with an licence free codec. Usage of mono sounds for room fx.



## Axel Kothe

Adventure Treff

Presentation

3

Content

4

Nice little game with a fun twist at the end. Music didn't really fit the gameplay.



## Thomas Dibke

Visionaire Studio Team

Presentation

5

Content

5

### Plus:

When Fantasy Quest started for the first time I thought „Oh, wow! That's just great“. The game convinces with a fresh, comical artstyle, nice animations and a funny, rhythmic music track that pushes you forward. Everything seems to fit here.

Lovely animations (like the opening door, the falling rock) and meaningful technical implementations (like the pressure plate) entertain. There are just a few objects in every scene and it's possible to interact with almost every single object. Also the game controls (which we know from „Monkey Island 3“ or „The Whispered World“) are nice and still modern. The texts (especially the dialogues) show a good feeling for funny moments and humor. Especially the turning point shows us the author's great talent for storytelling.

### Minus:

The game introduction could be more convincing. Why is the knight there? What is his mission? Also there could be a helpful hotspot system (I did not find the pot first and had problems to find the rope). I also think that the placement of the object texts at the upper screen is not perfect.

**Fantasy Quest is a complete and very entertaining game with great artwork, a funny story, good dialogues a technical superior realization. Outstanding is the sweet turning point at the end of the game. Bravo! :)**



## Lee Clarke

Visionaire Studio Team

Presentation

5

Content

5

### Presentation:

Visually the game is well presented. If you pay close attention to the last scene you can see that everything in the bedroom represents what was in the dream part of the game itself; one way or another. The background music annoyed me to no end, however! :D

### Writing

The writing was pretty good. It was clear & concise as to what the goal was, even though we didn't know we were in a dream sequence until the end of it, which was a nice twist.

### Enhancement

Feature wise it was also pretty good. I don't think there was any parallax scrolling, but it featured a bit of everything else from OpenGL shader effects, to the use of Lua script for panning across the final room & transitioning into the first scene via a blurred effect, which looked pretty nice.

### Structure

The structure was pretty consistent throughout both the editor & the project folder & featured a pretty good naming convention.

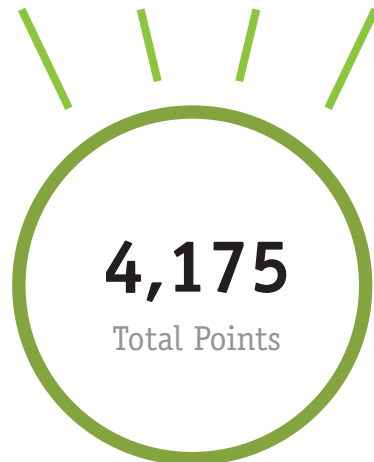
**On a side note: There were a few minor bugs & discrepancies here & there... Some of the text ended up going off the screen. There was an annoying glitch with the drain cover mechanics in which it inverted the condition of the drain cover as to what was open & closed & I would have approached the drain cover situation differently so that it didn't toggle each time I walked near it. Ideally, it should have only done that if the player clicked on it. There was a lack of voices in the dream sequence part of the game, but I'm guessing that was to running out of time.**

# FANTASY QUEST

## Evaluation Form

Name / Rating by	Presentation	Content	Enhancement	Structure
Matthias Glanznig	5	4		
Andreas Baumann	4	4		
Tobias Maak	4	5		
Jan Schneider	5	5		
Pascal Welsing	4	4		
Nils Kuklik	5	4		
Axel Kothe	3	4		
Lee Clarke	5	5	3,5	4
David Stoffel	5	5		
Alexander Hartmann	5	5		
Simon Scheckel	4	4		
Thomas Dibke	5	5		
<b>Sum</b>	<b>54</b>	<b>54</b>		
<b>Average</b>	<b>4,5</b>	<b>4,5</b>	<b>3,5</b>	<b>4</b>

\*0,35    \*0,25    \*0,25    \*0,15  
 1,575    1,125    0,875    0,6



### Enhancement

Parallax	-
Lightmaps	x
Partikel	x
Action Areas	x
Shader	x
LUA	x
Volume	-
Tweens	x
Savemenu	x
Snoop	-
<b>Points</b>	7 x 0,5 = 3,5

# HELP

by Joseph Midthun



## Matthias Glanznik

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

3

Content

1

**The visual style of ‚Help‘ comes with an interesting touch** (although there could be a bit more details and animations here...) and the atmospheric soundtrack is fitting. However it seems almost impossible to tell where the Gameplay and the story is going and there are more things that struck me a bit negatively here.

First of all you added a tutorial info which no doubt is useful since the Gameplay is not that typical. However it would have made more sense to add it to the menu or always show it right at the start for everyone to notice. Otherwise it's too easy to miss it (I almost did) and the tutorial seems to be the only thing that gives us a bit

of an idea of what you were trying to achieve. Also there's a bug where sometimes the main character disappears (that can happen after opening the menu while playing). Another issue for me was that it's unclear why sneaking and running is relevant. I'm missing a puzzle or some other challenge that makes proper use of this feature.

From my opinion the story and the main goal need to be a lot more clear to be able to dive into this world. So far there's very little you can do and see here and it feels empty. Nonetheless it's a start and I'm interested to see where you're going with it.



## Andreas Baumann

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

2

Content

1

Although the presentation is very special with some unique art style, the game suffers from several drawbacks. Besides a missing introduction (e.g. for the controls) it's also very unclear what to do, since the game

is not very userfriendly. Even graphical glitches can occur when switching to main menu and back into the game. „Help“ is just to unfinished to pass an opinion on anything like a story.



## Tobias Maak

Editor of [adventurecorner.de](http://adventurecorner.de)

Presentation

4

Content

1

Help could be needed to play this game. Unfortunately I didn't really find out much about the game. What to do? What's up with that guard? Cool Presentation but

somehow the story seems to be missing. Or did I just haven't found it?



## Jan Schneider

Editor of adventurereff.de

Presentation

2

Content

1

Unfortunately, in this game it is unclear what the story is about and what the player has to do in order to proceed. The montage of visually varying styles has some interesting details like the macro photography used to mimic an alien world, but its lack of consistency domi-

nates the overall impression. The game's acoustics are annoying and the help promised by the main menu in form of a question mark button doesn't work.



## Pascal Welsing (kOSH)

adventurereff.de

Presentation

3

Content

2

**Interesting game but not able to finish it.**

- [+] visual style
- [+] sounds
- [+] animations

- [-] riddles
- [-] story
- [-] usability

**Didn't know what to do after clicking the huge thing on the platform.**



## Nils Kuklik

Project leader of Sherman Bragbone, a Visionaire Studio project

Presentation

2

Content

2

It is quite difficult to classify this adventure, but is definitely not classical, which hasn't been negative in general. Unfortunately one can see that the game would have needed some more hours for the development. Without an introduction into the setting it is difficult to

understand why you are there and what you have to do. The game uses a one-click-interface (no inventory), but there are only few objects to interact with. In any case, I am curious how the game will look like after the time for development was spent it deserves.



## Alex Hartmann

Programmer Visionaire Studio

Presentation

2

Content

1

interesting artwork but missing introduction on what to do, no story or puzzles. bad performance, especially slow at beginning due to inefficient graphics.



## Simon Scheckel

Visionaire Studio Team

Presentation

2

Content

2

I think Help is a parabel on something I do not quite understand. Unfortunately it has no more gameplay than walking around. Also I recommend to check PNG-export settings because the files were very big, if you'd reopen them and save them again, the game gets much smaller.



## David Stoffel

Visionaire Studio Team

Presentation

2

Content

1

Help?! How I Learned to Stop Worrying and Love the Bomb. Good psychedelic artwork... It reminded me of the film Brazil (1985).



## Axel Kothe

Adventure Treff

Presentation

4

Content

1

Started to play the beginning and had no idea at all what to do.





## Thomas Dibke

Visionaire Studio Team

Presentation

3

Content

1

„Help“ is showing an interesting style, but has no story or mission at all - maybe because the time was running out. The creator shows some of the technical possibili-

ties of the Visionaire Studio Engine, but he should work on storytelling. The room graphics are way too large which leads to some display issues.



## Lee Clarke

Visionaire Studio Team

Presentation

4

Content

1

### Presentation

Visually the game looks really unique & the minimal ambient-electronic music score fits the game rather well.

### Writing

Story-wise... was there actually a story? I found the whole thing very confusing & there was no obvious goals, nor did I reach / find the end of the demo. It didn't seem to have one.

### Enhancement

Feature wise, it was done pretty well. It featured both the use of Lua script for various tasks as well as enhancement via the OpenGL shader functions. Parallax scrolling was also used. But there were features that should have been used, but weren't - see side note (below).

### Structure

The structure in the editor itself was ok, but the structure of the files in the project folder was inconsistent.

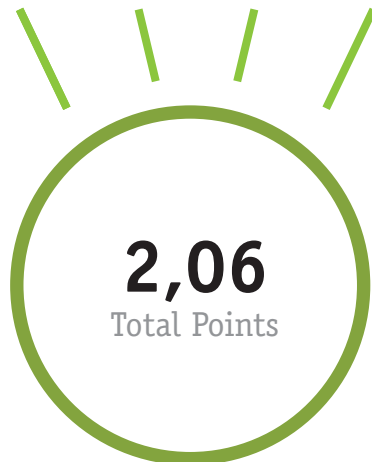
On a side note: There was lots of wasted HD space & memory due to image asset duplication. There are much better methods for moving things & fading transitions than using pure animation.

# HELP

## Evaluation Form

Name / Rating by	Presentation	Content	Technic	Structure
Matthias Glanznig	3	1		
Andreas Baumann	2	1		
Tobias Maak	4	1		
Jan Schneider	2	1		
Pascal Welsing	3	2		
Nils Kuklik	2	2		
Axel Kothe	4	1		
Lee Clarke	4	1	1,5	3
David Stoffel	2	1		
Alexander Hartmann	2	1		
Simon Scheckel	2	2		
Thomas Dibke	3	1		
<b>Sum</b>	<b>31</b>	<b>15</b>		
<b>Average</b>	<b>2,6</b>	<b>1,3</b>	<b>1,5</b>	<b>3</b>

\*0,35      \*0,25      \*0,25      \*0,15  
**0,91      0,325      0,375      0,45**



### Enhancement

Parallax	x
Lightmaps	-
Partikel	-
Action Areas	-
Shader	x
LUA	x
Volume	-
Tweens	-
Savemenu	-
Snoop	-
Points	3 x 0,5 = 1,5

# Presentation Ceremony

PLACE

1



**Fantasy Quest**

by Andi Liddell

4,175

Total Points

PLACE

2



**Chaos in  
Cannibal Village**

by Randrian and Loko

3,97

Total Points

PLACE

3



**Magical Potions**

by the playing wolves

3,54

Total Points

PLACE

4



**Locked Out**

by Nimos

3,305

Total Points

PLACE

5



**Help**

by Joseph Midthun

2,06

Total Points