OVERVIEW

What we like

- There's a wide variety of game mechanics and different difficulty levels across all ideas.

- We appreciate that you looked for names in Spanish.

- The games seem to be similar to already existing popular games (like trivia or taboo), this makes learning easier for all players.

- We saw you made a lot of research to find common places between generations.

- You have included a wide variety of topics, such as history and society or culture and media, this will encourage nostalgia and will to learn.

form4

OVERVIEW

What you need to improve

- We observed that you made use of generative AI to visually represent your ideas and for some of the explanations. We recognize that Ai is a useful tool for designers, but we do not agree on use for image and art generation. We believe that all of this makes your work look rushed and unprofessional. We kindly ask you to make sketches by hand or make a mock up in tools like Affinity or Canva, you will surely come up with more ideas this way and better communicate them to us.

- You reached out to us to know more about popular games in Spain, but we dont see any references to them in any of your proposals, why did you make this decision?

- The explanation through the slides is not really clear and difficult to follow, the bold and unorganized text doesn't help either.

- We would have preferred to have all of the ideas sent at once and not one by one.

forma

LA CUERDA DEL TIEMPO

We feel like this idea is the one that best suits what we wanted: it makes both parties learn more about each other in an interactive and fun way. As previously mentioned, it's similar to already popular games, making it easier to understand.

Why was that name chosen? We understand the analogy; a rope that unifies the different generations, but later on the game it is not represented. Maybe you can include it in the design of the game, for example the cards or the board.

As mentioned in the overview, the details of the game rules are a bit unclear due to bad wording and lack of content organization so we can only understand the game mechanics on a superficial level. It seems to work like a classic trivia game but with a spin to it, please make sure the game mechanics (and what sets your game apart from others) are understandable for the next hand-in.

We would like to see a step by step explanation of how to play the game, the reward system, when do you win or lose... Treat it as a mock up of the rulebook! Not only we have to understand it but also future senior and adult players.

A SUGGESTION

Try to think of good memories you have had while playing board games. What was happening in the game? What aspects of the game were important for you in that moment? What emotions did you experience? On the other hand, what are things that bore you or that you dislike in board games that you have played, so you can try avoiding them?

Try to translate these experiences to mechanics in the game, we believe that you have already understood that **storytelling** is our main objective while playing the game.

forma