

Remarks for all the modules:

1. Attitude

Among the parameters which you choose in character's template there is also attitude. They make enemies to be enemies, friends to be friends and the characters to properly react to attacks. In the majority of contest works these were not properly defined – as it was not clearly pointed out in the description of the contest as a thing to do, I didn't take those gaps into consideration while judging the projects.

I'd like to point out, however, that you should pay more attention to this phenomenon in the next stages – as wrong definition of the attitude may result in many troublesome bugs and side effects.

2. Collisions on the module

Looking through the adventures sent, I paid attention to a bug which appeared quite often and consequences of which can be very serious. I mean the collisions of actionpoints with placeables. In the editor, such situation is presented by red circle appearing around the flag representing actionpoint. In the game, there is only one consequence: the character will never use such actionpoint. S/he will not lie down on a bed, won't sit down on a stool, etc. Why? Because s/he won't be able to get to the actionpoint, as the way will be blocked by a placeable. So, how to properly put a character to bed? For sure you shouldn't set the placeable 'bed' (e.g. ob_bed01) and put the actionpoint with 'sleep' action (w_h_sleep1) into it.

Good way: set the actionpoint with 'sleep' action (w_h_sleep1) and the name of the placeable written in the 'action placeable' box (e.g. ob_bed01). As a result we'll get a bed on which characters will be able to lie.

Because this mistake influences the behaviour of the characters in the game a lot, I took it into consideration while judging the works.

The evaluation of characters' templates, society and day-and-night cycles.

1. Winner: Medusa Team

Strong points of the project are extended day-and-night cycles which allow us to feel the atmosphere of the location. Unfortunately the creators' idea was not fully carried out, since – because of the collisions with placeables – part of the actions did not perform.

I also suggest talking to any of the characters – the substitute dialogue is very funny.

2. Runner-up: Hexenmeister Raven

Day-and-night cycles are correct, they could be richer, however. Golems patrolling the village were an interesting idea. It looks very vivid.

There are no substitute dialogues, which lowers the score. Templates of some characters also need polishing up – especially the part concerning fights. Some characters, when attacked, don't do animations, which means that they have fighting styles wrongly set.

Lots of collisions on the module, so part of actions does not work.