Peer Review: Süvariik

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1. Change the placement of the “Exit” button, because currently it is placed right under the “End turn” button, so the player might accidentally press the wrong one.

2. Add settings menu to change the music and sound effects volume.

3. Add some instructions at the start of the game about the goal of the game and how to play it, because right now it is not very clear what is going on for the first-time player.

4. It is hard to understand what actually affects who will become the president. Add tooltip descriptions to candidate stats or some other way for the player to know what to focus on.

5. Tell the player what “Good”, “True”, and “Bad” in the “Press” tab mean. It seems that they indicate which information we are giving to the press in order to increase / decrease the candidate stats. But the only way for the player to know it for sure is after they have pressed one of the buttons at least once. Since it depletes the remaining actions meter, it might be a good idea to tell the player what they do in advance, before they potentially waste their action.

6. After elections are triggered once, it’s not possible to trigger them again if the player presses the “Press” button.

7. Add lore to the game, because currently there is no reason for the player to choose one candidate over another. For example, what the country needs the most right now, or the consequences after each election, i.e., how the president ruled the country, and what changed (economy boom, mortality rate dropped, taxes increased, started a war with another country, etc.).

8. Right now it is hard to understand how long the week lasts. Currently it requires the player to end turn 3 times before the week changes. Does it mean that you can perform actions 3 times per week or that a week lasts 3 days? Maybe change it so that there are more actions each turn (e.g., 9), and after the turn ends, the week changes. Or leave it as it is, but then inform the player about how long the week lasts and how many weeks there are left before the election.


10. Possible idea: create a prediction table based on the current state of the election, so that the player knows which candidate is currently most likely to become the president, and how the player should manipulate the votes. Prediction table doesn’t have to be completely accurate, as to not make the game too easy (e.g., Heldur is 63% likely to win the election, Juula is 18% likely to win the election, etc.).
11. Choose a more unique font, currently it seems to be the Unity default one.