LEGO Racers - General feedback 23/02/98.

- POWER UP SYSTEM
  1. What I have seen looks pretty good
  2. I'm not sure I want to copy the other two great games of this genre by including oil and ghost - can't we think of something a little more original?
  3. Are all power-ups available on all circuits or are they theme specific?
  4. This is an area for us to be really clever and funny - lets make sure we really exploit it!
- HAZARDS
  1. The guidelines look good
  2. Do you have a list of potential hazards or is this happening as each track gets built?
  3. Again, I think the hazards could really be used to great effect and make this game stand out from the other two!
- GENERAL
  1. Congratulations LEGO Racers was the best in consumer testing - don't get too big headed!
  2. The most significant thing was that the kids would not use the builder unless it affected your car.
  3. We await the response from the US, however early indications are that they said the same thing.
  4. 1999 LEGO sets are being organised - you'll get one glued to use as reference, two more each will arrive in bags to build.
  5. I'm glad to see that you have a software solution in the milestone! Don't worry if the minimum spec excedes 200 Mhz MMX.
- ART
  1. The pre-milestone submission still looked very polygonal - I don't know if this is because it is work in progress. I'd really like to see some in-game graphics very soon - even if it is a small demo of a single area of track. The buildings did not look like LEGO, I know we can't model the studs, but I think the texture map could be vastly improved.
  2. There was nothing on the ship that told me "this is LEGO" if I didn't know the theme I wouldn't know. This must be improved. I'm not sure that I know exactly what is missing - It's the same with buildings, I just feel that there is an essence of LEGO that is missing from the in game models.
  3. The mapping of the textures seemed strange - for example the board-walk texture in the pirate track stretched over the entire area, irrespective of the angle and logical direction of the model.
  4. I fully appreciate that this is work in progress - so don't get ruffled if I'm speaking out of line!