

Initial impressions of Neighbourhood Watch co-op mode

- An issue I had with the way objectives and quest items are highlighted in the minimap.
 - When searching for multiple quest items, a large yellow circle is displayed in the mini map to show the area in which a particular quest item can be found. However when the quest item is collected and used, the corresponding yellow circle does not disappear from the mini map leading to confusion as to which areas have already been searched and which areas have not.
 - It would be better if, when a quest item has been collected and used, the yellow circle disappears from the minimap, leaving only the circles for the quest items that have not been collected.
- I found it difficult to collect enough cash to upgrade my weapons.
 - It would be nice for rewards at the end of missions to include a cash reward.
 - Alternatively, have optional reward bounties that revolve around meeting certain milestones like killing a certain number of zombies in a particular way, with a particular weapon, kind of like achievements etc.
- Issue with enemy spawns.
 - On some occasions, zombies will spawn directly in front of the player in plain sight which is jarring and feels a bit cheesy.
 - It would be good if spawns occur further away from you and preferably out of sight so you do not feel like the game is getting the jump on you.
- High enemy counts and busy moments really drop the framerate.
 - This is most likely an optimization issue at this point of the development.
- Not returning to the safehouse in time does not grant XP.
 - I'm not sure if this is the intention or if this is a bug.
 - Alternatively, you could grant bonus XP if the players return to the safehouse sooner. Otherwise give the default or set amount if they don't return in time.
 - As a way to make this aspect more challenging, have enemies spawn the longer the player takes to get to the safehouse.
- It doesn't feel very co-op-y.
 - The missions and structure of the mode very much feels like it could easily be played with just one person. None of the missions really lean towards co-op play or performing actions as a joint venture,
 - When playing with a group of friends then I suppose it is way for them to experience what the game is together and have a laugh.
 - I'm not sure but can the single player campaign be played in co-op? I feel like this would be a much better kind of this co-op experience as you get to experience the story and feel a sense of progression in that way.