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| Game-specific Question #2 |
| 2. What game play improvements would you add to the game?  Garb's speed could probably be a bit faster? And the guards seems to have a pretty hilarious glitch where if they enter a wall from an angle they begin to spin at breakneck speeds, throwing garbage nearby while they are spinning causes them to reach terminal velocity.  Just, explaining a bit more on the strategy of how to go about solving the puzzles may help with the issue of the rapid increase in difficulty between levels. |
| 2. What game play improvements would you add to the game?  Please put a controls scheme in the ESC menu; I had to refer to the readme several times before getting the hang of the SHIFT thing (I'm used to SHIFT being for sneaking or leaning in and out of cover).  Please allow control of GARB with WASD as well as arrow keys.  GARB visually lacks definition between their front and back. Perhaps you could make the eyes more prominent so it's easier to tell which direction they're facing.  I like the visual and mechanical design of the hacking mini-game. I would make sure the wires actually visually line up, as well as making sure to hide the background game elements consistently when you're in the mini-game (you can still see GARB, the cameras, the hacking box).  I'd like the outline of GARB in the dark better if I couldn't see the grid pattern of the floor within the glowing outline of their shape.  GARB seems really big (like, twice as wide as a person) when he's in game, but in the opening cutscene he looked like he was maybe a foot and a half tall and half a foot wide? There's some visual inconsistency going on there, though it's not the biggest deal in the world.  Different music for each section. The audio design is quite limited and the track, while fine enough to start with, kind of wears on you after a while.  The "talking" sound for Dave is unintentionally hilarious. A garbled "~haha~" is probably not what you were going for, maybe fix that!  Guard got glitched on a plant once and just spun in endless circles. Was kind of amusing to watch but maybe something to fix for gold.  Level Select didn't seem to be unlocking anything for me. I'd spent more than 40 minutes on the game already so when I exited to click on level select to see how far I had left to go, and couldn't select anything - and was booted to the beginning - I stopped there. |
| >> 2. What game play improvements would you add to the game? <<  Maybe adding some leeway to the detection. There should be some variance in order to make the detection exciting, rather than give the feeling that the player has already lost. (Take this advice with a grain of salt, however, since I am naturally not a fan of this genre) |
| The mechanic for the red/green/blue wires was never reused. Or at least I never found it again. I thought it was an interesting idea but it wasn't really explored at all. If it was in the game, it needs to be more clear in some way. It felt too camouflaged with the environment the one time i saw it. |
| Showing what level we are on at the top of the screen or somewhere or an indicator of what level we are on, on this note I can across a fatal error, but I am not certain what level it was. |
| What game play improvements would you add to the game?  'Randomly' alternating camera views. There would be a certain number (N) of cameras and (N/2 - n) are currently activated, then at an interval of 5 or so seconds those activated cameras would turn off and a random set of (N/2 - n) cameras would be activated.  Random is in quotes because they don't need to be random. They just need to be in a loop that is complex enough/long enough the player doesn't realize it's on a loop. |
| I can't think of any way to improve gameplay--it was really good!! I especially enjoyed the hacking mini-game as I'm a sucker for things like that. It would be nice if Garb could move a bit faster, but I feel that would probably upset your established balance. |
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| 2. What game play improvements would you add to the game?  There was no indication to use the g key for green wires which left me confused for a few minutes before i started taping every button. There should be more of these hacking locations. Also a way to access the controls while in game without going to the main menu would be nice. |
| 2. What game play improvements would you add to the game?  I would add some sort of indicator as to where the player starts in each level. As it is right now, it takes a few seconds to figure out where the player is positioned at the start of a level.  I also did not notice the hackboxes that much, as I was focused mainly on getting to the door of each room. They were not noticed possibly because I could traverse a level without needing to locate them. The hackboxes may need to be incorporated better into the gameplay to be more useful to the player, this may extend the time for gameplay.  Overall I thought the game play was very good, and did not take too long to understand, and therefore was satisfying to play through the game.  I also did not know whether to choose between a door or elevator. In the second researcher lab, after the first cutscene, I was not certain if it was the elevator or door that I should have gone to. Some doors I noticed you could not interact with, but this may be purposeful. |
| I would add the hacking mini game as easier to find or do, i was only able to do the tutorial one, and felt like that wasa cool mechanic if implemented. |
| Please, have different background music for different levels, maybe you dont need 8 different songs but you could at least have different songs for the visually different levels. |
| 2. What game play improvements would you add to the game?  A run feature or make the robot walk faster |
| 2. What game play improvements would you add to the game?  Being able to throw the garbage farther would help immensely. Also, being able to move in more than 8 directions would make the game easier to control, and thus give the player more options on how to solve the puzzle.  Also, once a puzzle is solved, how come I can't go back to it and start from there? I accidentally exited the game and had to replay the whole thing - very frustrating. |
| Having the enemies be more receptive to the garbage would help smooth out the puzzles. |
| I guess it would be a dush button (It may affect the difficulty). Also I would like to auto unlock a level when I passed that level so that even if the game crashed in the future I won't lost my save. |
| I would fix the glitch so that you can actually beat the game, and definitely add more hacking modules, or make them more obvious. I only ever encountered the one, and if it is supposed to be an integral part of your gameplay, there has to be more. |
| None that I can think of! |
| I felt like once the scientists were investigating there was no way to escape or hide. |
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| What game play improvements would you add to the game?  Potentially lowering the difficulty in the later-stage levels so that they are relatively easy enough to get through. That, and maybe some dialogue or exposition so that there is something approaching a story. Also, I would suggest making it clear which level is which, as I was confused the further I got. |
| Being able to move even after being seen, since there were definitely situations where I felt like I COULD have escaped - in fact SHOULD have been able to escape if only I could move like, a little to the left into the darkness / behind cover / etc.  In particular, I got stuck on the one hacking panel I found because I forgot that 'R' only gave you red wires, and that I was supposed to use 'G' to lay down green wires. The main cause of this? That helpful text on the hacking screen specifically only mentions the 'R' button. |
| I may add a few more sound effects. I also really loved the cut scene at the beginning so maybe as GARB goes on he learns more about his creator and this is shown through small cut scenes between floor levels or such. I didn't get to the end so maybe there is a cut scene at the end but I couldn't make it T.T |
| What game play improvements would you add to the game?  I would really like a consistency between the characters on whether or not you can see their trigger areas. The game should be made easier, and maybe have more than one way to solve each puzzle. |
| I would want to make GARB move faster and to make corresponding rooms harder to account for his speed. This just gives the player more agency when playing as GARB. |
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| 2. What game play improvements would you add to the game?  I would like to make player throw garbage farther. |
| .What game play improvements would you add to the game?  I need to be able to see which way I am facing when I hit shift. |
| I would add a mechanics that can light up or light of the whole room. And when the guards are in dark, they cannot find you. |