Rice Games Internship Session 5M
Design & Fieldwork
Anton Citko

Playtesting

Despite that *Shujinkou* is still in its early development phases, it is still important to playtest it since it is easier to solve problems if they are discovered early. So far, Rice Games has created a small demo that exhibits three different levels and a dialogue menu. Complete levels are not ready yet, but it is helpful to see what gameplay, design, sound, and performance look and feel like. Below are my thoughts on these aspects of it which can also be found in my final report:

I. Gameplay
It is difficult to tell how gameplay will compare as levels are completed and enemies are added. But, I did enjoy the controls to select different ammos. I believe it would be nice if the ammos were more than a color and word change. For example, different ammos could have different accuracy, spread, fire rate, and special projectiles, like a beam instead of a ball.

II. UI & Level Design
The UI and level designs were well thought out. The positioning of characters, items, and points are intuitive. It is difficult to tell how layout will change through development, but it might be rewarding to expand Sanrin with underground portions and Himamura with buildings to break up the open space.

III. Art
This was my favorite part to view because all the artwork is stunning. The 3D effects on Genya Kaikou were incredible. Additionally the selection animation for ammo felt clean. The two things I think could be worked on are the crispness of lines on the trees and rocks of Himamura compared to the torii and house and the smoothness of Shu's animations. I know that animating characters is an arduous task, so tweaking Shu's animations may not be a priority.

IV. Music & Sound Effects
For the most part the music felt very appropriate. Mood was appropriately calm for levels without action while Sanrin was more energetic. Taking damage correctly triggered a change in music that was small but distinct. However, music for the dialogue level felt a little too jazzy. It was not bad sounding, but it felt out of place in the world of *Shujinkou*.

V. Performance
High framerates were maintained even on my old Macbook Air. Additionally, the side scrolling was very clean with little tearing. However, I did have a couple of issues. First,

characters on Sanrin clipped into walls more when facing right than left. Also, the fastest and fast graphical settings sped up animations of Shu in the menu. Finally, my mouse was unable to move after finishing the dialogue options.