

# Lone Soul

## Bug Report

2025.01.28

### Gameplay

1. Changing weapons seems confusing because each time you equip weapon it puts it in the 1st slot. I feel like it would be less confusing if the equipped weapon wasn't moving to the 1st slot in inventory and just stayed where it is, the golden outlining is enough to let player know what is currently equipped. It's especially confusing when all weapons look the same. Just an idea.

Alternatively you could have a designated space for the equipped item, you know, the good ol' eq system with separate slots for weapon/armor/etc. and separate space for backpack with all the other, unequipped items.

2. Enemies flashing when you hit them + weapon slash flashes create a big of a visual clutter/chaos/overload. Both of these are strong, white flashes. Two solutions come to my mind. You could change color of enemies flash (maybe to red?) when you hit them so that it differs from the weapon slash flash color. Second, you could tone down the brightness/contrast of these flashes to reduce eye fatigue. It's just something that caught my attention and I'm probably not the only person who noticed it. On the other hand, the longer I played the game, the less it bothered me. So do with that information as you will.

Left click attack flash is the brightest VFX in the game, is it intentional?

3. Almost all of the exploding orbs in the fight with the final boss are missing the player completely. Only about 10% of them would actually hit me. And even if they did, they don't kill me immediately, so given how few of them hit me and how little damage they do (it'd take multiple explosions to kill player), I can just stay in place and ignore them until this phase ends. It gets boring quick and needs to be fixed. Some of the orbs hit outside the screen in the area where player can't even possibly go. Why? The solution could be to have a 40-60% chance (just an example) of spawning an exploding orb on player's location. This way it's more engaging and interesting. You could also have a case coded for when player is super lucky and even with 40-60% chance still no orb spawns on top of player. In such a case, let's say after 3-5 missed orbs, the next one would have 100% chance of spawning on top of player.

Beyond the orbs that spawn on top of player there could be the usual, randomly spawned orbs spawning all over the place.

Also make them deal more damage or maybe have some lasting effect like slowing player down or making player bleed out for some time etc.

4. "E" key doesn't equip item but switches to the next window in inventory. Same with "Q" key. But game instructs the player that these buttons mean "Equip Item" and "Item Details".

5. Spacebar dashing when standing next to the edge of map makes the dash animation look like it's some shooting spell, ideally, if player can't move somewhere, then the dash animation should stop at player/not be displayed at all. Or you could use shorter animation effect depending on how far the player can actually dash before hitting the wall.

6. Even with no extra EQ equipped, final boss had to hit me multiple times (more than 10) to kill me. It's wayyyy too easy. Make him deal more damage as well as maybe apply various debuffs to player like slowing down/bleeding/reducing damage/stunning etc.

7. I'm not sure how "Choose The Blessing" works. After highlighting a certain skill in the "Choose The Blessing" window, the mouse button combination always shows "left click, left click, right click" but after choosing this skill I can't use it with this combination of mouse buttons. The fact that the shown combination is always the same (left, left, right) makes me wonder whether it's intentional or maybe a mistake? Same in the "Patrons" window. There's 3 different skills in the middle category, the "Inferno Strike", "Blazing Fireflies" and the "Fiery Leap" and they all are supposedly triggered by the "left, left, right" mouse clicks. How can it be?

I found that I can use "Whirl of Nature" by doing "right right left" and not "left left right" like game tells me to. It's confusing.

8. Selling items is broken. I bought sword from a vendor. It appeared at the 2nd slot in my inventory. On the 1st slot was the weapon I had already equipped. I clicked on this equipped weapon on the 1st slot to sell it. Confirmed selling. That's when the weapon I just bought from the store, the one on the 2nd slot, was sold (instead of the one I actually wanted to sell). I tried again and the same thing happened. That's a big one. This really needs a fix.

9. Spacebar dash doesn't work if mouse cursor is hovering over the character or near to it. The animation fires but the character stays in place. I can see why it could be intentional though.

10. The water droplet/crystal icon in the upper left corner of the screen (above the gold icon) doesn't seem to serve any purpose. I thought it's used for skill combos (like the left click, left click, right click combo) cause there's the icon of it with the number "10" next to it in Skill descriptions in the "Patrons" and "Powers" tabs in inventory, but after

testing in combat I realized these combos don't actually use any of these droplets/crystals

**11.** I never ran out of mana so I never felt pressured to upgrade it with some perks, right click fireball attack doesn't take mana, only right click + right click + left click combo does. Maybe if the fireball itself costed mana it would make players think more strategically about it? Otherwise it's one of those stats that exists on paper but in reality I don't even think about it cause it's always full or almost full.

**12.** When using the Fiery Leap skill I managed to do the super jump forward by combining the dash from this skill with the Spacebar dash.

To do this I clicked RMB -> RMB -> LMB + Spacebar simultaneously.

Not sure if a bug or a feature hahaha but because of this super jump the circle with fire/lava didn't trigger so it means the super jump interrupted the skill from finishing.

**13.** Interesting things happen when you click Alt + Tab keys when the fireball comes back to you. Each time you click Alt + Tab the fireball jumps from left to right and can't reach the character. To do this:

1. Click RMB twice so that fireball comes back to you
2. As it's approaching you, hit Alt + Tab, it'll make the game stop
3. Click on the game window again to resume the game
4. Quickly (as fast as you can) click Alt + Tab again to stop the game again
5. Magic! (you can repeat this infinitely and the fireball will never reach you)

## Various Issues

**1.** I can't turn off dialogue, after setting volume to 0 in settings the voices still play

**2.** Repeated animation in start main menu isn't looping smoothly

**3.** When changing resolution in settings, sometimes I have to click 3 times to switch to the next resolution setting (like from 1920x1080 to 1768x992, it's the same with others, too)

**4.** Changing languages don't actually change language (English and Polish works), it just reverts to "Polish". Also there's empty slots with some symbols between Spanish and German languages

**5.** There are 2 mistakes in the "Game Over" message, it says "ONE your health drops..." and it should be "ONCE your health drops..."

The other is the usage of word "loosing" when it should be "losing".

**6.** After killing final boss, the thank you "Accept" message appears. On this message the "Ok" button overlays the text beneath it.

**7.** After killing final boss and clicking the "Ok" on the thank you "Accept" message, the second messages appears. It's a "Game Over" fail message, it doesn't make sense to display it here.

The "Ok" button on the welcome screen when you open the game also seems a bit displaced (like it should be a bit lower).

Also, at the bottom of the "Game Over" message it displays "Kontynuuj" in Polish while the rest of the text is in English. All text should be in one language for coherence. The placement of the "Kontynuuj" button also seems displaced, same as the "Ok" button I mentioned in previous point (unless it's intentional, but it's just something that caught my attention)

**8.** In Polish version of the game, some texts overlap, like the "maksymalne zdrowie" and "maksymalna mana" in the inventory.

**9.** Typo and missing word in the "Choose The Blessing" screen. It's on the "Blazing Fireflies" skill. The description says "Shoots a missile dealing that inflicts rage, and improves tenacity." It should be "missile", not "missle", also there's a missing word between "dealing" and "that" and the 3rd typo is the use of coma which is unnecessary in the "inflicts rage, and improves tenacity."

Another typo in the "Choose The Blessing" screen on the "Rage Of Forest" skill. It says "Enemies in short range takes 19 magical damage", it should be "take" not "takes".

Even more typos in Patrons tree.

**10.** Both left click and right click change weapons in inventory but only left click triggers the animation on the selected item (and right click doesn't). Same with clicking the left and right arrow icons for turning character around in inventory.

**11.** When switching the tabs in the inventory, from "Inventory" to "Powers" to "Patrons", the game's UI graphic shifts a bit. The window moves in different directions by a couple of pixels each time you switch from one tab to the other.

**12.** Final boss's "sword whirl" ability doesn't always trigger the animation.

## QoL/UX Improvement Ideas

1. Sliders for volume in settings could snap to correct position after clicking anywhere on the slider, not requiring user to literally drag it around, they could also display value in % or maybe even dB reduced (from 0Db to -inf).

2. As mentioned before, the "Q" and "E" buttons used for changing tabs in inventory can't simulatenously be used for something else like the game says "Equip Weapon" or "Item Details", it doesn't make sense.

3. The inventory icon on the screen in the first level (at the start of the game, in the "castle" area) caught my attention, it seems weirdly placed. Its placement makes more sense once you jump to other levels with actual gameplay, cause then it's next to player's avatar.

On the other hand, is it even necessary to have it here at all if everyone will click "I" key to open inventory anyway?

4. "Esc" key works in the Inventory and the game Pause screen, so it should also work in the Settings screen (but it doesn't).

It also doesn't work as it should in the Shop (like the Potions Trader). Clicking "Esc" first closes inventory and then when clicked again pauses game instead of closing Shop.

5. I can walk away from the Potions Trader while having the shop's window open and no matter how far away I go, it never closes (but it probably should, just to save player that one unnecessary click).

Also, why is it called "Potions Trader" if all that's inside it is swords and orbs?

I also managed to open the shop, click one of my items to sell it, jump to the next arena/level and then confirm the transaction, thus successfully selling item far away from the shop.

6. In the inventory screen, player is able to move the character around using the left and right arrow icons. Maybe it'd be even more intuitive and easier if player was also able to just drag the character left and right with the mouse, instead of being forced to click the arrow icons. Dragging with the mouse would be just faster.

7. Clicking on inventory icon opens inventory but clicking on it again doesn't close inventory. It'd make sense for it to work both ways.

8. The item/improvement shop standing next to the portals could be more visible, it doesn't stand out too much compared to the surroundings. Maybe

consider changing its color palette or adding some moving animation to it that would make someone immediately aware of it?

When I started playing for some time I wasn't even aware it was there, which could indicate there's an issue, because I'll probably not be the only person with the same experience.

## **!GAME BREAKING BUG!**

1. After clicking Alt + Tab shortly after clicking "F" to jump to one of the levels (I clicked Alt + Tab before character jumped down) my character, instead of jumping down, started running in a straight line in the air for some time before stopping eventually. After that happened I was stuck in the air and couldn't get down to the level below. I had to load the save again.

I managed to replicate it so that it happened again. Click Alt + Tab quickly after you click "F" as the character starts running to jump to the level below. Alt + Tab makes the game stop (not like "Pause" as Esc key does) and somehow when you activate the game window again at this moment it messes the game up.

I have this bug recorded so if you want to see it, let me know.

## **Overall Thoughts**

1. Game plays good and is fun but once you get a perk that gives your health regeneration and/or health per kill the game becomes very easy, you just spam left click and win. It feels like health regeneration + health for kill combo is the strongest build. You don't want all players to go for one overpowered build cause it makes game too easy = boring = players leave.

2. If certain mechanics aren't self-explanatory or at least intuitive, it's an issue. You never want to confuse player. I mean the unexplained stuff like the way skill tree works or the "Right Slot" and "Left Slot" when choosing the blessing (I still don't know what's the difference between the two).

3. I really like the graphics, nice low poly vibe you've got going here. The color palette looks good and is easy on the eyes. Great!

4. Slashing enemies is satisfying but I feel like there should be more skill required in combat, not just clicking LMB. After getting some perks I didn't even feel the need to use the RMB fireball, I was just clicking LMB non-stop and plowing through everything with no problem. Combat should be more skill based to keep players interested as long as possible.

5. I feel like this game would benefit from applying some of the "easy to learn, hard to master" philosophy. The idea of triggering different combos by just right + left click is great. That's the "easy to learn" part. Now it's time for the "hard to master" part. It's a design challenge. One thing that comes to my mind would be using different combinations of LBM + RMB, not just RMB -> RMB -> LMB. With just 3 clicks you could technically have 8 combinations ( $2^3$ ) and with 4 it'd be 16. Now, of course we don't want to overwhelm the player. Testing would reveal whether such idea makes sense and if it results in increasing or decreasing the enjoyment from playing. It's just the first thing that I thought of. Doing it would require some changes to the existing system.

## ■ The end of bug report ■

Now I'll share with you my favorite piece of advice in regards to game design.

*"The most important question you have to ask yourself before implementing any feature is "Does this make the game more fun to play?" If yes, great! If no, why implement it?"*

### Message To Devs

This time I focused mainly on issues/bugs/typos/UX improvements and not that much on the game balance itself (health/player damage/enemy damage, stats, skills etc.) which I'm sure is another HUGE reservoir of possible issues and thus - improvements.

I'm sure there's more issues/bugs that I haven't discovered yet and that you knew about some of these already but tell me if it was useful and if you'd want me to update the list if I notice some other issues or have some new insights about gameplay.

I ended some of the points above with questions mark, it's meant as an open question or something that maybe I'm not understanding cause I don't have the same frame of reference as you, the creators, so maybe I'm just missing something that is obvious to you.

I played through the games multiple times and each time tried to focus on some other part of game mechanics. While simulating the behavior of a "disobedient" player, I tried to break the game and I managed to do that once :)

Cheers!