Jackson Luff

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5 responses

Summary

What is your age?

Less than 10	**0**	0%
10-20	**5**	100%
20-30	**0**	0%
30-40	**0**	0%
40-50	**0**	0%
Greater than 50	**0**	0%
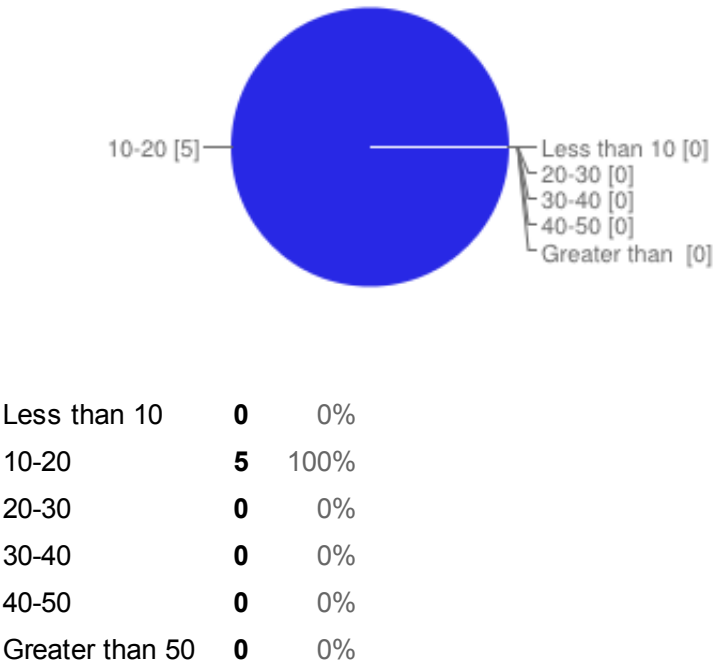
Are you a gamer or associated with the gaming community?

Yes	**5**	100%
No	**0**	0%
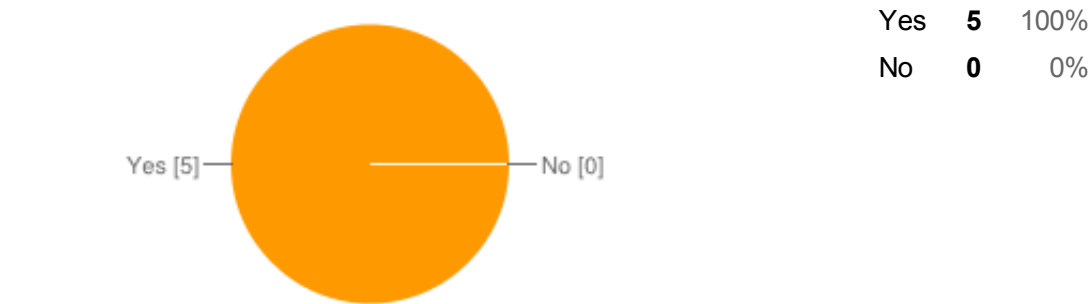
Is Gravitas fun and/or enjoyable?

1	**0**	0%
2	**0**	0%
3	**0**	0%
4	**1**	20%
5	**0**	0%
6	**0**	0%
7	**1**	20%
8	**3**	60%
9	**0**	0%
10	**0**	0%
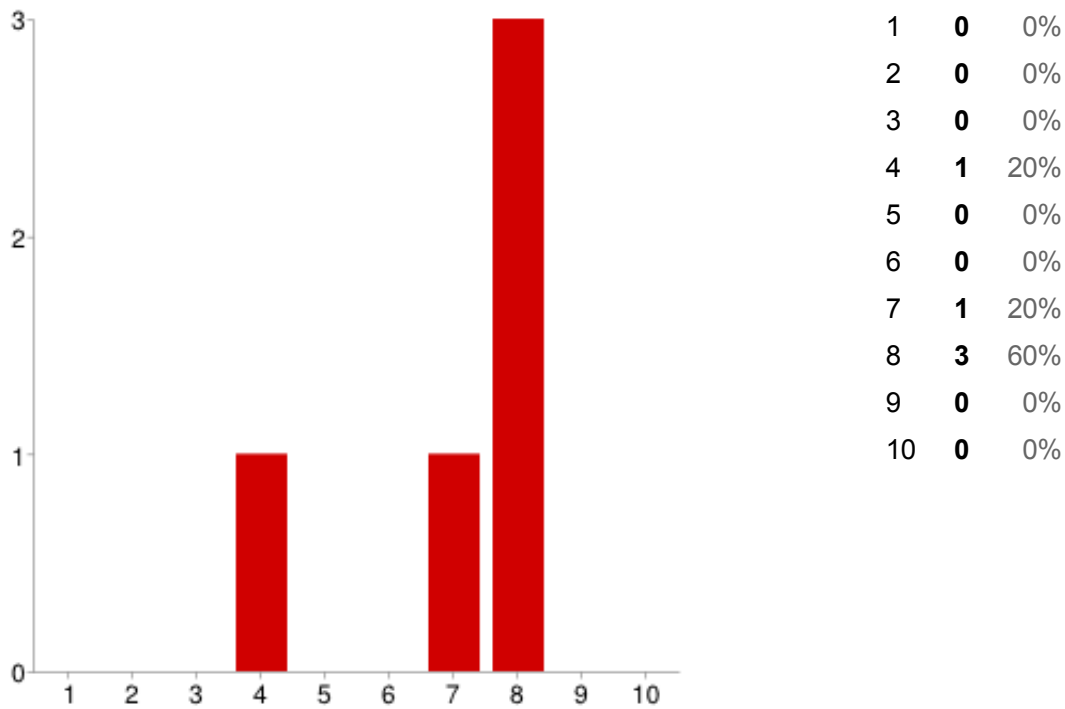
How did you find the use of 'gravity-manipulation' in this game? Pros/Cons

Pretty sweet, seems to be at 90 degrees off when using the mouse. Thought it was the direction from the player to the click point. On second thought, it's pretty natural once I actually read the tutorial. Love the surface colouring with the normals.

Enjoyable, great mechanic. Seems to have some bugs: holding the mouse button down seems to drain charge, then still fire you out in the direction you were pointing even if you have run out of charge due to the draining. Aside from holding the mouse button, works very well though.

The small restart bug that caused gravity not to reset.

Spare Bar needs alot of work speed is abit to fast at the start explain the gravity bar and how to repleash gravity need to make it easier to contrroll the gravity. aka made just use your mouse to show figre the path you wish to take. the leavel 1 map make no sense in where to go

It was good and the line changes where a nice touch but gravity and the other controls are a bit to sensitive.

What was the duration of your experience interacting with Gravitas?

00:__:__ │   00:15:42   00:07:14   00:05:00   00:15:00   00:15:13

Could the duration of gameplay be extended?
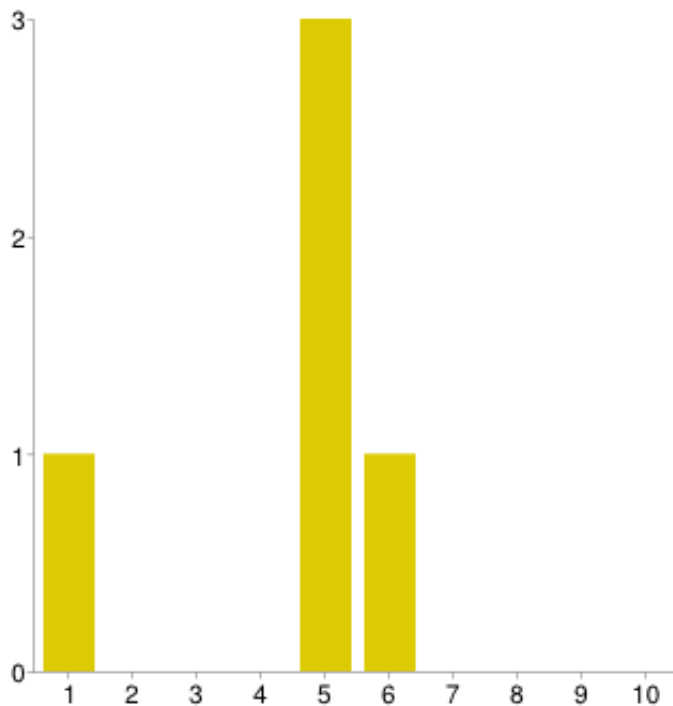
1	**1**	20%
2	**0**	0%
3	**0**	0%
4	**0**	0%
5	**3**	60%
6	**1**	20%
7	**0**	0%
8	**0**	0%
9	**0**	0%
10	**0**	0%

If you could change anything with Gravitas, what would you change?

Player moves waaaaay too fast, I died. Tutorial didn't explain gravity soon enough considering how deadly the platforms were. No checkpoints in the tutorial, it's pretty easy to die. A direction towards the goal would be nice, or at least something when you're near. LET ME USE THE LEVEL EDITOOOOR. On the level editor: -Seems pretty good, it would be nice to be able to click to start placing something, then click to finish. -It could use a tutorial, or at least a key list. -Player keeps gravity direction. -Level IO crashes if you don't enter a name

nothing to change

-Lots of additional levels. -Harder (x3 turrets, homing turrets?). -Some kind of navigation system to know where the end is. -Make jumping useful- a)Make jumping work on every press of space (it often didn't work) and b)Possibly increase the size of jumps so that it isn't completely useless compared to gravity changing. Possibly add levels that require the use of all of the gravity bar and the jump, so that jump is actually necessary. -Level editor/Workshop support -Online highscores -Some particles in the background that are less bright, that can be used to judge the current gravity direction. -(Possibly, not sure how good it would be) Explanation of the platform colours in the tutorial. -Doesn't crash on launch and require a file to be deleted from some random folder to fix. -Add non-turret enemies. Potentially with a gravity bar of their own, that have to be outsmarted into using all of their gravity so that they fell out of the world.

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Gravity forces weaker. Also get Jackson to do a nude cameo. Bugs: Crashed saving

a file by saving a '<' char

If this game were to be on the market, what price would you buy it for? (Hypothetically)

1

2.0$

With the above fixes and some more content, possibly $5

0.99

$7.5

Other additional feedback or bugs to fix?

This seems to fit into the above question- look at all of my things that I would like to change. Loved the bloom, and the turret shots that followed your gravity.

Number of daily responses