

Play-testing FEEDBACK

If you could change two things about the game what would they be??

(for example, change the colour of the buildings or the amount of enemies that start in the scene)

- The tutorial area (grey floor on grey background made it hard to get my bearings).
- The sound of the jetpack (sounded like a cliché binary sound looping very quickly).

What did you like about this game?

(for example, I like the fog or I like the way the controls handled)

- The atmosphere and local gave me that Blade Runner vibe which was really cool.
- The transition from the main menu to the options was neat.
- The different graphical options (although simple) were a nice addition.
- The game logo looks really cool, maybe have it displayed on one of the buildings as a billboard or a sign

What didn't you like about the game?

(for example, I didn't like the fog or I didn't like the way the controls handled)

- The cooldown on the bombs felt a little too long.
- It was kind of hard at times to tell whether I'd hit the enemy or not
- Although you can change controls before booting the game, having key bindings and resolution settings in the options menu would be nice so you don't have to close the game to change them.
- The neon lights were very hard on the eyes with the bloom they had coupled with the dark landscape (it was really bad in a couple areas where there were multiple signs in close proximity where the lighting overlapped).

Final Feedback

(for example, anything else you can think of that I didn't cover)

- I found that if an enemy attacked me it got stuck on me and would chew through $\frac{1}{2}$ - $\frac{3}{4}$ of my health before either I could kill it or it managed to free itself.
- Adding a hit indicator would be nice but not necessary
- On the score screen the game didn't seem to register any kills I had
- Is there a shop? The score screen talks about credits alongside your score but from what I could find there wasn't one so it's unclear what the credits are for.
- The game seemed a little un-optimized for the Ultra settings.
- It's not urgent but maybe adding a button on the main menu and when you click exit after you play have the credits roll (with the option to skip and speed up).
- The loading screen needs some work. Adding a loading bar would help. Try to hide the empty background and the floor has a very visible cut off point. A lot of the atmosphere appears to be missing from the loading screen as well (fog, etc)
- When you kill multiple enemies at once the explosion from the grenade is much bigger which almost made the screen a white-yellow colour for around three seconds