QA Answers 3

The one where everyone liked it

# Devnotes:

3/4 players agree, that the balance between development devnotes and relationship devnotes is good! It helped the characters feel more human. One player thought they didn’t have enough relationship ones.

**Are there situations where the DevNotes interfere with the shooter/platforming gameplay? If so, can you describe them?**

Kinda. According to playtesters it’s when they were running away from enemies that they got in the way. I don’t think this is a bad thing.

**Which DevNotes stood out as particularly interesting/funny/remarkable?**

**Chad:** “There were a few moments where I would notice something - like no bow animations, improved UI, lag spikes - and then shortly thereafter a dev note would acknowledge or contextualize them. Like talking about the level loading optimization right after I was hit with lag brought that experience, which is usually outside of the game content, into the narrative. Super!”

**Trix:** “Everything Iver says. Idk, he seems very fun, your typical nerd fanboy. Also an artist so I can relate to him most. Sandra is also still memorable, not as nice-memorable as Iver tho. Kinda reminds me of a strict boss.”

**Thiago:** “The ones that came to mind first were:   
1- Related to intentions and decisions behind creating the game elements (intentions behind the temple, using a lerp for controlling the gravity of arrow, UI inspired by specific games)  
2- The group of notes about the staircase easter egg   
  
I guess the ones that hint on the development process and on the dynamics of the devs around the game.”

**Lena:** “I still like Nikolai the most haha he just seems so happy)) And the fact that one of the artists quits his job.”

**Which DevNotes were not that interesting for you?**

**Chad:** “I really got into the flow of the devnotes this time around (checkpoints, yay! This made the game flow a lot smoother) and enjoyed them all really.

Could relate to a lot of them, got more insight into the architecture (I thought the previous survey question about how architecture made me feel interesting - I hadn't thought of it concretely. Really loved the look of the level. And having one dev note with some of the intentions helped shape the way I saw it. Good call to include it) Also liked Iver, is that a new character? The back and forth with different members were good.

Also how Sandra is trying to project manage and freaking out a little, too real!

Was also great when the programmer was moaning about having to make open variables for the designers XD”

**Trix:** “I actually paused for a while there, trying to remember their names and what they were saying in their notes (BoNSAI as their team name helped a lot) and realized I barely remember anything Nikolai said.”

**Thiago:** “I honestly liked all of them.   
Though sometimes I feel like one of the designers (I think it's Sandra) is a bit harsh. The insights that she brings are constantly done by pointing out other's mistakes. I very much like how she's the one keeping the team down to earth, but it's slightly sad if she's constantly either criticizing or lecturing the others.”

**Lena:** “Distinguishing the 2 artists was a bit difficult for me sometimes, I felt like Alehandro or whatever the name is spelled like had a bit more personality? But in the end they almost became the same person to me. But I might be just racist to artists.”

# Performance:

General agreeance in that the game runs smoothly most of the time, except for 1-3 hiccups.

Ironically enough 2 players pointed out an FPS drop immediately before the Performance issues devnote, immersing them more.

**Framedrop when looking down stairs from looking room (to be fair, it’s a lot of assets at once being loaded)**

**Framedrop when reaching bottom of stairs, near performance devnote (player looked up during this, might have had an impact)**

**Framedrop when looking back near end of bridge section? I’m shocked at this one, maybe unluckily the stair room got loaded again**

# UI

Great reception, they loved it.

Requested features were: to know when an enemy is on aggression mode, arrow trailing, a way to check current health between fights (they didn’t notice they were low on health until next fight).

# Gameplay

One player asked for faster shooting charge rate

Enemies felt mildly challenging, leaning towards more (<https://i.imgur.com/lBvlTgn.png>)

# Art

Enemies contrast from environment (nice job!)

**Do the enemies look like they are part of this temple, or do they feel out of place?**

2 players thought they are well integrated

But 2 players said that they hadn’t thought about it until we asked them this:

“The temple seems to have this brownish color still so I am still somehow picturing stone-ish walls and structures. And the drones feel very metallic and grungy. I can imagine it's gonna take time to make a new model tho so no. Maybe look into Starcraft Protos designs, I remember they also have drones but somehow it still has this fantasy-religious feeling to them. Maybe you guys get an idea from there on how to texture them nicely.”

**The area definitely feels like a sacral building (nice job again! Particularly on the altar)**

# Possible Improvements for Stage 2

Box and icon of Devnotes (in progress)

Bobbing up and down of arms

Lighting in the stairs room (player “got lost”, don’t know what that means)

Nitpicking: Arrows don’t inherit speed of player, noticeable when firing short charged arrows

# Requested Improvements for Stage 3

Enemies producing smoke/electricity effect when they’re low on health, and them exploding on death

“Skybox feels very intimidating, doom-like”

Adding lights in the 2 stairs in altar room

# Bugs:

\*The notes are being rendered in front of everything, including the bow.

\*Walking through the upper RIGHT stairs in altar leads to falling out of level 50% of the time depending on your angle of approach

\*One enemy clipped through the wall (I’ll fix it for the third stage -Moony)

\*Player can see building from outside room with staircase easter egg (because the walls are only visible from one direction) (I’d also delay this fix to Stage 3 if at all)

\*thin panel at end of staircase is seethrough due to occlusion settings (I thought I fixed it, let me try again)

# Any other comments you may want to leave us (spoilers, it’s all compliments: consider reading them when you need a boost of motivation)

“I really like the state of your game!! I'll just try to write here the mental notes I was taking while playing:

- The controls feel much better

- Platforming was on point! Not too long, not too short.

- The environment seems great! I like how the arms and bow somehow fit the entire setting as well.

- I fucking loved how you used the notes as reward for exploration! Awesome job! I actively backtracked to look for them.

- The combat is also better! Looking forward to seeing the improvements you make on it for the next level.

- The notes were so much on point as well! There were just enough of them, and with enough information to impact my perception of the game always in a positive way! It's such an interesting mode of storytelling, but they also work so well as an integrated way of explaining mechanics.

Honestly, this was such a cool, multi-layered experience! In the base layer, I was playing this shooter game with a bow. On top of that, there was the meta feeling of experiencing the mental process that the developers where going through. AND ON TOP, there's the layer of "oh, those people actually don't exist, and this was all made, planned, and developed by someone else".

“Good job, my friends, very good job! :D”

“The jumping feels soooo much nicer, thanks for improving on that. :)

Atm, I could think of anything else to say aside from the things already asked above but if there's anything else that comes to mind, I'll fill up the survey again, at least at this last part :>”

“That about covers it. Good job, I really enjoyed this. Excited to see it all together! Miss you all.”

“Big improvement from the last time definitely! Good job, you deserve some nice sleep after this project is over.”