M3 Comments – Team 22 - Red & Blue Arena

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I like the art style, I like the movement, I like that you have variation in the attacks the user can choose and that you prevent camping with the AI chasing your character. Some things I'd suggest to improve are making your HP and powerup items more visible against the background, as well as maybe allowing the player to jump onto platforms from directly below them instead of constricting the height they can jump. Also, more guidance in game would be useful, since you won't always be around to explain it.

Matt Skelton, Nov 20 at 4:08pm

Super cool game! I liked the attack mechanism and the 2 player mode. The different levels were nice and I liked the graphics. The teleports, lasers, and damage items were good additions. I think it would be nice to include defense or shield. This will end up with more strategic options. Also, having attack combos will make the gameplay more unique.  
  
Overall, really good game and can't wait to see how it turns out.

William Cheng, Nov 20 at 4:18pm

couple problems:  
1. the collision is weird in some places, for example, the player can float in air, maybe fix your mesh-based collison can help  
2. the randomly generated platforms and portals can be a bit tricky, you can manually set up the platforms and make the portals randomly generated.  
3. the green dot can be set bigger, right now it's hard to see in the first place, takes more time for players to get used to  
4. the portals are sometimes blending into the canyon background so that they are hard to see, setting them with other colors so that people can see them clearly.  
5. takes time to get used to the key bindings. maybe you can enable players to set them by themselves?  
  
the game idea is unique among all the rpg games!

Jiayi Zhang, Nov 20 at 4:33pm

Thanks for letting me play the game! I like the introduction of the portal and there's a lot of potential that can come with that. Perhaps for more novel idea you could make the gameplay revolve around portal. It would also be a nice gameplay feature to have the platforms one directional so that players can hop onto the platforms from below.

Dean Yang, Nov 20 at 5:04pm

I can see how this game could be fun! Good graphics, and some fun battleground features that innovate on the Super Smash Bros-style genre (I particularly liked the lightning feature)  
  
Two things that I think would help your game:   
  
-The jumping mechanic is very important for this style of game, so I think it should be tweaked to be easier. Right now the jump feels a bit floaty and hard to execute. I've seen games where the jumping platform's collision box is slightly smaller than the visual itself to make it easier to jump on, which seems like it could help your game. I would also recommend a more aggressive gravity setting, where the jump takes less time to complete.   
  
Lastly, I think the green dot that indicates the lightning's "aim" could be more visually informative to indicate that I should avoid it. A red cross hair icon would be more telling.  
  
Really cool concepts though, and I look forward to its final iteration.

Sean Ford, Nov 20 at 6:32pm

Anyways, this game was awesome and I especially like that it was a two player game! The power-ups and variety of weapons were super cool! And this game was actually fun! (I feel like having two players does make the game a lot more engaging!)  
  
Some suggestions:  
- The anti-camping green square could have a bit more of a visible indicator  
- Some of the platforms/portals have colors that don't contrast with the background very well (i.e. a red-brownish portal in front of a brown-ish rock). Consider making these have some more contrasting colours!  
- Sometimes, bullets can infinitely remain existent when repeatedly going through portals in a line. Consider if you want a maximum lifetime for these bullets (really up to you how you want to design this)  
- I think it would be cool to implement an AI-controlled player :)  
- Check out Bullet Brawl on this page (<https://www.students.cs.ubc.ca/~cs-427/games/>). You might be able to draw some ideas from them, they made a pretty similar game   
  
Thank you for letting me play your game :D

Muhammad Assad, Nov 20 at 10:20pm

Hey team 22, it was great to playtest your project today. The game handled really well and felt pretty robust while playing. I think the game could definitely use some adjustments for balancing though as it was pretty easy to overwhelm the enemy with a rain of bullets over thinking over what needs to be done to get an upper hand on the opponent. I think a simple fix for this would be to increase the bullet speed to make it less likely for a wall of bullets to be made. Visibility in the game was also something that was a bit of an issue as teleporters sometimes blended in with the background (depending on the map), and powerups were not the most noticeable against the vibrant backgrounds. I think a possible fix for this would be to either replace the background with something less cluttered or to add outlines to power-ups/teleporters to make them more obvious. Besides those issues, I think the game can be a lot of fun, it reminds me a lot of the games I played growing up with friends. Good job!

Ricky Li, Nov 20 at 11:06pm