# Playtest 2 feedback

## Avellimachi (via discord)

Monkonaught continues to be great! I have no constructive feedback at this time other than I want to play more.

## MeygaBryte (via discord)

Hi Harrison, got some feedback for Monk-O-Naught:

- There was already a save file when I started the game (levels 1-3 already had stars?)

- I like the loading screen, very cool

- My eyes weren't drawn to the timer so I didn't notice it till after the second attempt

- The background music either keeps looping over itself or sounds very off at some points, quite off putting

- When the timer runs out, it changes to 60 and starts counting up

- The "flip gravity" icon is the loading screen asset :eyes:

## Michael Davis (Via email)

**First Impressions**

My initial impressions of your game were very good. I appreciate the work you put into the initial presentation of your game by creating a main menu and a level selection screen. Unfortunately the lack of a background for the main menu left the main menu and level selection feeling rather bland. The use of main menu music is nice and seems appropriate for your genre and style of game. However, I was left disappointed when the menu music was the same as the in-game music. I would like different music. I would like UI sounds too for button hovers, presses, etc.

The first level is very impressive with a nice aesthetic art style with excellent use of lighting and particle effects, unfortunately there are no sound effects (sound of radioactive waste flowing in the pool below, cosmonaut footsteps when he moves, death sounds, etc) it would be really nice to have these in the game, it would make your levels more atmospheric and feel alive. I would also like sound effects for puzzle elements, when I add them to the level or remove them. Adding sound is essential since it can notify the player of important mechanics. I was able to see the gameplay objective with excellent use of lighting to highlight its location and an animated flag. A shame this is not also done with characters spawn location, perhaps use different lighting colors to highlight character spawn and gameplay objectives. But I had no idea what it was for due to a lack of in-game instruction, I had to assume it was a way to the next level. No in-game tutorial!

**Gameplay Impressions**

My initial gameplay impressions were not so good unfortunately, the lack of any in-game tutorial to teach me how to play the game and what happened when the game played. This was rather disappointing, since you left it purely to my intuition! You can't rely on player intuition, what would happen if your player had never played a puzzle platformer before, they will sadly not continue to playing your game and perhaps leave in frustration. You must teach your player to play your game. This is essential. You did leave instructions in the itch.io page, since I never read (very few other people do either) the itch.io instructions I was left playing the game completely blind. I also can't help feeling that this was an afterthought, when you realized there were no instructions that could teach the player to play the game. It shows a real lack of care for any of the players of your game. You need an in-game tutorial, it shows you actually care about your player! It also shows that you want the player to play your game and you want them to succeed in your game.

After the initial hurdle of figuring out how to play your game. I was able to enjoy the game's puzzles. However, puzzles for puzzle games are notoriously difficult to design especially in terms of puzzle progression. You don't want the player to suffer in frustration at not being able to solve the puzzle nor do you want to give the player the puzzle solution in a hand-hold way. The first two levels are very easy, the third is hard and the fourth is easy. You need to design your puzzles on a difficulty curve not a rollercoaster! They should get progressively harder as the game progresses. You also need to be careful with how you introduce new puzzle elements. The third level introduces way to many new puzzle elements for the player. My suggestion would be to show the player these puzzle elements in-action, and then give them to the player to use to solve the puzzle.

I liked the scoring system, however it feels rather arbitrary since I’m unable to compare my scores with friends. Though I did use it to try and improve my score on my second playthrough. I think being able to compare scores with the Steam friends list for example would be a good feature to add. This feature may be a major technical hurdle, I’m not sure how easy it is to add Steam integration into a Unity game.

**Technical Impressions**

I did find a game breaking bug on the third level where the cosmonaut character gets stuck on puzzle elements and is unable to move. [Video Link](https://youtu.be/p305zBZb9GQ)

I also found another bug where I was able to delete puzzle elements from the game. Is this intentional? I think this is another case of a lack of in-game instruction. [Video Link](https://youtu.be/s55GrBHV1Ps)

**Overall Impression**

Overall I really enjoyed your game and it was fun to solve the puzzles. The puzzle mechanics just need tweaking to perfect especially increasing their difficulty on a curve, that is now your hardest task. I think with a little polishing with sound effects and adding an in-game tutorial to teach your players to play the game you will have a good game.