M3 Comments – Team 01 – Ricochet Rage

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A couple of suggestions:   
1. add a remaining enemy counter so that player knows know many enemies are remaining in the current level   
2. change player health bar to green.   
3. add a text or animation to show the level change when entering next level

Shaun Gao, Nov 20 at 3:34pm

I like the game overall. The healing by drawing feature is a cool addition. Some suggested features are a progress indicator per level and a line indicator to show how your bullets will bounce (for example the projected first two bounces). Also, it's hard to tell the difference between the enemy and player bullets.

Ben Vinnick, Nov 20 at 4:01pm

Your game was so neat! I love the fast pace, and honestly healing by drawing the heart was so unique.  
  
For suggestions I have for your game:  
1. Gameplay felt a little bit repetitive: it doesn't involve too much strategizing and it seems like the "easiest" way to play is to just spam as many attacks as you can at the wall. I think diversifying your game with other "drawing" commands would be really neat (ie. drawing a spiral throws the enemies off your trail for some time).  
2. Each level seemed to require quite a long time to play: have to clear through all of the enemies but also I don't really see how far into the progress of the level I am at. Maybe an indicator for how many enemies left would be nice.  
3. Maybe shorten each level to lessen repetitive gameplay, and add more levels! Especially because you have to go all the way back to the start upon death.

Carina Bi, Nov 20 at 4:17pm

Drawing heart is cool but finicky and Id like to see more done with the mechanic. Movement freezes on enemy collision, it’d feel more fluid with slide instead of stop  
Laser aim indicator would be nice

Thomas Gray, Nov 20 at 4:20pm

Game: Ricochet-Rage  
  
I liked the core concept of the game and the fact that the game felt progressive in that I fought melee enemies to ease myself into the flow before the ranged enemies showed up. I also found the shadows cool, even if they weren't totally realistic, so good job to the person who did that feature. This apparently isn't deliberately by design, but I liked that when I ran away from a horde, most came at me in the same direction, but a couple would pull a sort of flanking maneuver. I left this suggestion for your M1, but I still think that there should be self-harm for the player and enemies, I felt it might be too effective to spam walls and spawn camp enemies when they appear (Maybe spawn 2 at once at different points at the room). I think overall though, this game has progressed nicely, so good job!

Tony Zhang, Nov 20 at 4:29pm

Thanks for having me play your game! I like the usage of drawing for casting heals, and I feel like it could be used a lot more for different combat abilities for example shields, special bullets.

Dean Yang, Nov 20 at 5:25pm

Playing Ricochet Rage for the first time, I found the top-down shooter concept quite interesting, particularly the mechanic where bouncing projectiles deal increased damage within a three-bounce limit. The damage feedback displayed above both players and enemies is well implemented, and I enjoyed the boss battle mechanics with its triple projectile attacks and teleportation abilities. The hand-drawn visuals and assets also add a nice touch to the game's aesthetic.  
  
However, there are several areas for improvement. The game's objective wasn't immediately clear - I was stuck on level 1 until learning that defeating all enemies was required to progress. Consider adding more in-game instructions or visual feedback to guide players. While I didn't reach level 2, I noticed from the video submission that enemy projectiles look very similar to player projectiles. Making these visually distinct would improve gameplay clarity. The central light source mechanic, while interesting with its shadow effects, needs better visual distinction from boundary blocks. Additionally, the level design could benefit from more variety beyond the two-box layout - perhaps incorporating diagonal mirrors or different geometric shapes to create more diverse bounce patterns across levels.  
  
Despite these suggestions, the game shows solid progression and has well-defined goals - they just need to be communicated more clearly to players. Overall, good work on creating an engaging shooter with unique mechanics.

Ahmed Al Busaidy, Nov 20 at 5:45pm

Hey team 1! Thanks for demoing your game today, it was a lot of fun. I quite enjoyed the simplicity and mechanic of the game. During my playtime I did notice a few bugs, mainly with the drawing not ending even when the key is released, and the player jittering when colliding with terrain. I feel that the game was lacking a bit of variety as levels lasted quite long without too much change. I would have loved to see possibly different ways of utilizing the mechanic or different shot types to help deal with different scenarios. I think something to maybe gather enemies or to block enemies bullets would be fun to utilize. I found with some of the later enemies it becomes hard to differentiate which bullets are the players and which are the enemies, which I think can help a bit with instinctual movement and planning when stuck in tight situations. Asides from the bugs mentioned earlier, the feedback to the player on damage done and systems of the game are very clear and work really well, good work!

Ricky Li, Nov 20 at 11:24pm

I have been playing your game every milestone and wow such a progress you did! I really enjoyed playing Ricochet Rage, it was both fun and challenging. My first instinct is usually to shoot directly at the enemy so I definitely struggled a bit in the beginning getting used to the style.  
I think the healing by drawing a heart is such a creative way, instead of just putting a potion to pick up. I did run i to a but when I was playing it tho. My mouse got stuck and I just kept drawing on the screen and couldn’t get my healing points. That was the only reason I couldn’t make it to the boss:D

One recommendation I would have is you could add like a warm up section where you can practice without enemies attacking at you, like the practice arena in FIFA.

Selin Uz, Nov 20 at 11:44pm