M3 Comments - Team 23

Amhed Al Busaidy, Amir Goodarzvand Chegini, Jakob Khalil, Samuel You

Very amazing 3D action game. The player's animation is smooth, and the lighting is great. Maybe add a pause screen and upgrade the save/load function can improve the user experience. Also, there're too many enemies chasing at the plyer at the same time which makes the player hard to survive.

Dizhe Xiang, Nov 20 at 3:16pm

Very cool that you decided to do a 3D game. I like the lock on feature as well. One suggestion I have is to maybe consider adding blocking/parrying, as this could make combat more engaging. Another suggestion is to add an option to adjust mouse sensitivity.

Suraj Emmattiparambil Apputtan, Nov 20 at 10:01pm

I've been following this game for a while and the 3D engine is amazing! I also love the lighting effects. The movement of the character feels very smooth as well! It feels very similar to the older Doom games, I wonder if you were inspired by that. For a team of 4 people, this is incredibly impressive.  
  
Some suggestions include  
- Some text feedback for the player to know when they save the game and/or lock on (or fail to lock on) an enemy.  
- When entering the portal, the player currently has to go through the middle (and doesn't get a prompt to enter when on the edges of the portal

Muhammad Assad, Nov 20 at 10:12pm

this is visually the best game I have seen out of all the other teams including ours. A few suggestions I have is to making sure the game works properly on all devices without a lag since the one I tried on today was pretty laggy. Other than that, one thing you guys can consider is maybe updating the enemy attack such that their attack is a bit slower than it is right now as it makes it a bit challenging to play the game when there are numerous enemies attacking the player at the same time.

Ashish Dawar, Nov 20 at 10:46pm

It was cool to see a 3-d game. It feels like it is dark souls.  
This is cool in itself, but it's hard to make a souls-like as good as darksouls is.  
I would encourage you to think of more creative ways of changing gameplay.  
More technically, having the stamina not regenerate while rolling is a good idea, as you can technically roll for almost infinity at the moment.  
Final thing, I was able to roll through a wall at some point. Nothing major but something to look into.

Nicolas Serrano de la Paz, Nov 20 at 11:33pm

Amazing! In terms of gameplay, everything was smooth. It seems like everything you guys need to do now is touching up and polishing existing features. One thing that I think stands out is the combat. When the player attacks and takes damage, although the animations play, it is still a little hard to see and understand what is going on. If possible, adding visual flashes or even damage counter texts could help. This could make your gameplay more satisfying because it adds player-interaction-feedback (the player knows they are affecting the world ). Other than that, it could also use some more SFX because the world is 3D, there is more to visually process. Sounds could help focus players. Very impressive, excited to see the final product!

Jackson Li, Nov 20 at 11:58pm

The decision to make this game 3d really makes it stand out and the camera lock feature helps a lot with controls during combat. However, sometimes, the camera would get stuck behind a wall during combat. The dungeon could be made a little bigger to combat this. Although it may have just been a computer issue, the game also seemed to lag a little.

Luke Joe, Nov 21 at 12am