Dungeon crawler

Milestone 3 – playtesting

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**Art**

People liked how snappy the movement was. “The movement is quick and lets me move around the map”. The player has a charm to it however could use some animations **idle** and **movement** would be nice. For the movement animation it needs to be short since it snaps(1 fame). Idle animation for when the player stops to think about their next movement. **Death** animations could see use to show consequences to the players. Use different animations for when the player dies to fire(ashes) and dies to slime(skeleton)

Enemy animations for generic movement will add more life to the screen. While speaking about bringing the screen to life animations for the level (torches, water, rats)

The **cracked pilers** had a hard time conveying that they could be broken with bombs and all pilers read as holes. Make the block solid but not dark

Move the instuctions screen as it got in the way of initial gameplay, it covers the players and they have to navigate around it

**Gameplay**

There was a problem with players breaking all the cracked walls so limiting the number of **bombs to 3** with a way to replenish them would force the player to play conservatively, making the game more of a puzzle. There needs to be iterations of **more levels** or **end game** screen but since the game is so short more levels can make the game more fun. In one play test the player felt dying to slimes was too severe so implementing **lives** when the player touches a slime. Allow the player to use WASD keys to move around players would always try to use the key to move around despite instructions saying to use the arrow key(it seems player associate arrow keys with WASD)

**Checklist**

* **Animations**
  + **Ilde**
  + **Movement**
  + **Death**
  + **Level**
* **Piller artwork**
* **Instructions**
* **Gameplay**
  + **Levels**
  + **Lives**
  + **Bombs**
  + **WASD movement keys**
* **Ambiant sound**

**Mechanics**

* 4 cardinal movement directions
* Space to place bomb
  + Bomb destroys cracked stone, slimes, player
* Player must navigate level by breaking cracked stone and killing slimes

**Asset keys**

Player

Ememy

bombs

Cracked stone