First gamejam playtest notes

# Observations

* Player collision not accurate. The top, left and right parts of the player sprite can overlap with the walls and the bottom collision border goes a bit over the sprite leaving a gap between the bottom of the player sprite and the wall when trying to run against it.
* Gems counter would be nicer to position more on the outer parts of the screen, right now it is kind of in the middle and because of the small font size and black color still does not stand out that much
* Please put the whole control scheme into the readme. It did not specify that space was useable
* The “entrance” sprite overlap over the player characters. This looks kind of weird because the entrances should be part of the environment which is all in the background.
* It’s unclear when I can activate an entrance. This is because the player character is obscured by the entrance and the collision of the player character (and possibly the entrance?).
* When switching levels my gems count reset. Not sure if this is intended but because I saw a gate in the beginning I assumed that this wasn’t the case.
* In the red level I could either possess one of those plant monsters and proceed or go up. If I went up there was nothing and the camera stopped following the player character but I could still move it further. I’d advise closing these up unless this is either unfinished or there is supposed to be a secret of some sort there.
* The intro level where the plant monsters first show up is a bit too big for just introducing the mechanic. It makes the pace a bit too slow in my opinion.
* Thematically I find it kind of strange that in the red level (which I assume is a fire themed level) you need to possess a plant monster.
* After the red level there was a black screen with the gems counter still visible. Not sure if this is intended because prototype or if I missed a mechanic.
* Change camera to vector 3 lerp (Not from this person).

# thoughts

* I like the way you introduce the mechanics. Usually people would want to introduce too many different mechanics too fast making everything too confusing or having to put lots of text in front of it to explain it. With this pace players should be able to learn comfortably.
* The “possess” sound effect scared the shit out of me :p

The mechanic you chose has a lot of possibilities and can be very interesting. The goal to collect gems is also easy to understand wand leaves you with a lot of space for creative challenges.