

FEEDBACK TEMPLATE

BUG RAPPORT OPPOSITION TURN IN 1

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Opposition against: Fredrick Östlund

Game: Trespasser

ABSTRACTION

I chose to comment on five of your bugs in the order they were written.
You found 7 which was more than required, nice. I thought that the bugs found were well communicated although a bit vague at times. I have to the extent of my sparse knowledge tried to give suggestions of possible improvements as I think that is what you, and I, ultimately learn from.

BUG 1

Hansoft Description : Unclear mission objectives.

Comment from hansoft (copy paste)

It's unclear what to do or what the mission objectives are. The information about where to go and what to do next is just in text form in the beginning and is very briefly presented. There are no signposts or other information about what to do, and there is no way to have the information repeated.

Feedback

This is true, I agree. In modern games we are used to getting our objectives written down and explained thoroughly, which is good. We cannot know the designers real intention but for some games part of the challenge might be to find out what to do or where to go, Trespasser is a poorly designed game (due to a lot of different reasons) Maybe we where meant to be frustrated, not knowing where to go or what to do? Who knows, It might provide the feeling of being lost and isolated on a scary island. Maybe mission objectives where left out of the demo since it was fairly short and didn't really offer any alternative routes? All in all I think games that doesn't state to the player where he or she is supposed to go often result in game ending frustration.

I've had some thoughts about what to actually count as a bug. I too found a few faulty design decisions that obviously had to get fixed, but is it a bug that needs to be reported with severity and steps to reproduce and so on? I don't really know. I think you managed to describe the issue in a good, understanding way, bug or not.

BUG 2

Hansoft Description : The input from “the arm” is imprecise.

Comment from hansoft (copy paste)

The input from “the arm” is imprecise when picking up gun/s.

If the “the arm” is moved too fast and the right mouse button is not pushed accurately it is possible to knock down some or all of the guns to the ground etc. The tactility is unnatural, and the weight of the guns isn't realistic. Even if one could do this, it's probably something one shouldn't do.

Feedback

The arm is awful, in every sense of the word. What where they thinking? Well, I guess it could have been a nice feature if they had more time to refine it. Or at least fix it.

This game makes the easiest tasks hard to do, tasks that really shouldn't be challenging at all. Like picking up a weapon. I don't want to play a clumsy character, I want to play a character that can control her arm in a relatively normal way.

You describe the bug in detail which is good. I could easily reproduce it thanx to your description.

BUG 3

Hansoft Description : Fatal system error

Comment from hansoft (copy paste)

At startup the game immediately crashed and also caused a fatal system error. The screen went black with RGB stripes. The system had to be restarted.

Feedback

This bug is obviously severe. But naturally impossible for me to reproduce. What I think might have been good is if you wrote some thought on why this might have happened. What version of windows did you run? At what screen/resolution? Graphic card or other settings? If you include information like that, the recipient might be able to understand the underlying issues and ultimately fix it.
It was good that you explained what the screen looked like when crashing. That information might also be valuable.

BUG 4

Hansoft Description : Poor collision detection

Comment from hansoft (copy paste)

Poor collision detection between the rifle and the box it was placed on.

If the player forces the light brown rifle loaded with 20 rounds to the box it was placed on, and drops it, it sometimes falls through the box. See pictures.

Feedback

This bug seemed to be pretty straight forward at a glance, but I had a hard time reproducing it.

Your description was pretty clear and the pictures made it obvious, but still I couldn't get the rifle through the box. I tried for some time resulting in a lot of different weird stuff happening, but not what you described. Maybe you could have described it in even more detail. I think words like "occasionally" (steps to reproduce, step 6) should be avoided if possible. If you knew **exactly** what caused the bug it wouldn't happen occasionally. But to be that exact is hard, really hard. Especially when the game is broken in so many places already.

Although I couldn't reproduce it I thought it was a good bug report that made the issue quite clear. The images were gold since I could see exactly what you meant. It obviously does happen occasionally.

BUG 5

Hansoft Description : The player gets stuck in the platform

Comment from hansoft (copy paste)

The player gets stuck in the platform

If the player jumps from the boxes of the starting platform and lands on the “metal” part of the other platform one can get trapped. The “metal” is on the edges of the platform, and appears to be former components of the bridge between the two platforms. See picture.

Feedback

Again I found this bug hard to reproduce, in fact I couldn't. I think it is fairly well described but it might lack some of the elements that I would have needed in order to reproduce it successfully.

I read the description thoroughly, I follow the steps, but I never get stuck when landing on the metal plate. If I where a game designer, a programmer or someone else that was set to fix this issue, I think I would have needed more information regarding why it doesn't happen every time. Maybe it would have been easier if questions like these where answered in the report: Where exactly do I have to land on the metal plate? Does it matter if I run or walk when jumping? Does it happen if moving, looking or doing something while landing?

SUMMARY

All in all I think you describe the bugs in a good and explanatory way. Your steps to reproduce is procedural, straight forward and easy to understand.

I think some of the bugs could have been more thoroughly explained to allow for easier reproduction. If it only happens sometimes one might not know what the exact issue is or how to fix it. Or it might just be enough, I guess it depends on the bug.

However, a bug that is hard or slightly difficult to reproduce should probably not be classed as a Severity A. Although I agree that being stuck is severe when it does happen.

It was interesting trying to reproduce your bugs as they where detailed and thought through. The pictures and video included was a nice addition that made a things really clear.

Keep up the good work!

// David

Other