M3 Comments – Team 06 – Games of Throne

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Interesting features such as multiple weapons having different properties, different bosses having unique behaviours, and the randomness of weapon swapping. Attacking feels awkward since the player only swings in one area which switches based on the player's direction, so sometimes I can swing at an enemy next to the player's feet but it technically misses. It would be nice if attacks feel more natural for both enemies and player, it would make fighting feel better when the player is constantly moving around to dodge the enemies' attacks.

Andy Li, Nov 20 at 3:23pm

Overall thoughts:   
The movement of sprites and the animations are uncomfortably slow. This may just be because I was playing it on your Mac M1 instead of windows. For some reason, it just runs slower on Macs.   
  
Suggestions: don't put the chef boss room right next to the spawn unless it's a tutorial boss, otherwise it just feels like it breaks the progression of the game.  
I also noticed enemies just stand still doing nothing even while they're rendered until you get close. I get that they're supposed to have a sight limit, but I think an idle animation would be suitable. Finally, the boss should telegraph its attacks because otherwise it's not fair trying to fight it.  
  
I do like the cutscene and dialogue system. It seems tricky to have gotten that working.

Brian Chu, Nov 20 at 3:52pm

Hello! I love the idea of the game, feels like adventure where we look for chest to power ups and then fight the boss. the animation looks cool. one thing that I can suggest that maybe give more design on the pop up and dialog instead of the white box , but overall the game is great!

Vincent Gilbert, Nov 20 at 4:19pm

I liked the creativity for the bosses! The charge-up mechanic was also pretty cool.  
  
Had a few suggestions:  
1. Maybe touch up some details on the rendering. When colliding with the treasure chest, I noticed that the player is rendered behind the treasure chest while the player's weapon is rendered in front. I think it should be consistent.  
2. It is not that noticeable when the smaller enemies attack you (the animation is very small). Further, the smaller enemies can only deal damage when they are to the left of you. I think it makes sense that they switch the hand they hold their weapon with depending on their position respective of the player. Maybe also add an indication of damage to the player, as it is not always noticeable (ie. player flashes red or player takes knockback)  
3. Gameplay felt a little bit slow in the rooms without bosses. Both the small "minions" move pretty slowly.

Carina Bi, Nov 20 at 4:26pm

The animations in this game are really lacking, there is nothing for walking, dodging, and for normal enemies. Also, the attacks that do have animations look extremely stiff (though that could be a stylistic thing). there is also some very strange formating with the notices for items (for example the get new health item says "now health is 200.000000")

Sky Huang, Nov 20 at 4:27pm

Hey! I really enjoyed playtesting your game, it was a lot of fun! The storytelling stood out to me, and I thought the boss fights and the variety in level designs were really well done. Those elements kept things engaging and made the game feel dynamic and exciting.  
For improvements, I think refining the UI and polishing the sprites could go a long way in enhancing the overall experience. It would make the game feel even more immersive and polished. Also, you might want to explore adding procedurally generated levels—it could boost replayability (could also take this a step further by adding decisions the user could make to alter story outcomes). Overall, great work!

Siddh Patel, Nov 20 at 6:10pm

Hi Team 6,  
I had the chance to play your game during the cross-play session in class, and I’m really glad to review it here after watching your gameplay video. You’ve made a lot of progress, and there are some impressive features I’d like to highlight!  
  
- The "boomerang-style" attack mechanic is super engaging and immediately stood out to me. It’s a fun and creative addition that adds depth to the gameplay.  
- The story dialogues bring a strong narrative element to the game.  
- Most notably, your implementation of A\* pathfinding is amazing! Being able to see it visualized in debug mode is such a nice touch and really showcases the technical complexity of your work.  
  
That said, I have a couple of suggestions for improvement:  
  
- When opening a treasure chest, the notification popup feels a bit too large and blocks the view. Maybe consider resizing it or displaying the message in a less intrusive way, like a small notification saying, “You received max health.”  
- The boss health bar overlaps with some of the textures, which makes it look a bit messy. This could be adjusted in your next milestone.  
  
Overall, amazing job so far! I’m excited to see how your game develops further. Keep it up!

Zeen Lin, Nov 20 at 7:53pm

I really like the story elements and dialogue your game has. One thing to note about this is to add a line at the beginning that says “press enter to continue” or something along those lines just to make it clear to the player. Initially when I played I assumed it was clicking anywhere on the screen but nothing happened so I needed clarification on which button to press. Other suggestions would be to have things like the debug mode reset on restart or to add animations for the enemies/player because they currently look like they’re all gliding along the floor. Additionally, more kinds of smaller enemies would add some more variety to the game. Perhaps knights with different abilities like archer knights that would shoot arrows at you from a distance. Also I think increasing the enemies’ speed would help the game feel faster and have better flow. Right now the gameplay feels slightly sluggish.

Wendy Greening, Nov 20 at 11:42pm