M3 Comments – Team 17 - Watch Out!

Katie Louie; Linus Moreau; Tarun Narayan; Carlo Villaceran; Yan Naing Win

Good work with the game so far! I like the variety in enemies and all the gimmicks that they have. One thing that I would suggest is difficulty levels, since the variety is a lot to keep track of when the player first starts up a new game, and being able to increase difficulty as the player gets more used to the mechanics would be a great QoL improvement.

Steven Yan, Nov 20 at 3:21pm

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Steven Yan, Nov 20 at 3:24pm

Loved the game idea, very original. Did not find any issues with the gameplay. Your team should probably consider 1. Adding a better way to cause damage to enemies without directly attacking them (e.g. a damage trap), 2. Increasing difficulty by increasing enemy speeds as time goes on (like Temple Run). That's just user feedback, other than that, gameplay looks great.

Aayush Behl, Nov 20 at 3:43pm

Hi all.   
  
Really good work. I see such massive improvements since the last time i reviewed it. I like the added features. I also like the birds and pick ups.  
  
I would love to see some map interaction like smashing or throwing rocks to keep the game engagement super high for the 10 minute duration.

Armin Talaie, Nov 20 at 4:17pm

- The game is super fun, I was really impressed by your creativity, and how different the goals and objective of your game. Particularly, the graphics are really well done, and the game feels super responsive  
- Controls are awkward, unfamiliar with other games which makes it difficult, not really intuitive why certain buttons do what  
- Have to place the hand awkwardly to use all the controls, everything is far apart so you just have to have your hand on every key  
- Maybe switch to wasd controls, would leave the arrow keys to naturally let you just throw your projectiles  
- You can avoid all the enemies by just running in a circle, since you're faster no enemies will ever catch up   
- Have some enemies a lot faster, need to juke and jive  
- Different obstacles, they're all the same and its as easy to talk around them as it is to jump, so you might as well just walk around since it doesn't consume your stamina  
- Maybe have a log or something on the ground that would be better to jump over than walk around  
- Maybe you can jump over an enemy, like the dashing boar  
- Have some enemies leave an area of affect on their abilities on the ground such that you cannot go on the same path, just another thing to worry about

Bob Pham, Nov 20 at 8:15pm

Hey! I really enjoyed playing the game! I loved the visuals and was particularly impressed by the swarm behaviour. One thing I noticed was that the wizard’s fireballs moved quite slowly compared to the enemies, which made it difficult to use them effectively against enemies. Other than that, the game looks fantastic, and I had a great time playing it.

Anikait Kapur, Nov 20 at 10:46pm

I think your game is looking really good for this milestone. One suggestion I would make is to add a tutorial (or the option to see a tutorial) at the beginning of the game that explains the premise of the game and also includes some helpful tips to get started. I believe this would help new players since the game can be a little hard to grasp at the beginning. However it is a really fun game and I look forward to seeing what you may add to it in the future.

Wendy Greening, Nov 20 at 11:37pm

Hello Group17,  
It was a pleasure to try out your game today. I really liked the art style—it gave me a nostalgic feeling of playing on a handheld console. The game mechanics are simple and easy to understand, and the details were handled very well. For example, adding a cooldown time for the dash ability enhances the game’s balance significantly. The only suggestion I have is that it seems players are unable to use any weapons to kill the beasts, which makes the game feel a bit too short. I would recommend adding some storyline and round-based mechanics. For instance, in the first round, you could introduce only a small number of beasts and set a survival timer. In the subsequent rounds, you could gradually increase the number of beasts and extend the survival time. This would enrich the game’s pacing and make it more engaging for players. Overall, I truly enjoyed your group’s game and am looking forward to seeing the final version during the last stage!

Jiakang Huang, Nov 20 at 11:43pm