QA - Peter

How’s the feel of the game

The gunplay overall feels fine; however I don’t know what my bullet types do as well as the mouse sensitivity is quite low, requiring me to move the mouse too much for subtle movements.

Does the mood compliment how the game runs?

The mood to me is very retro/techy which I feel suits the gameplay.

Do you know what your meant to be doing?

Following the objective and eliminate all robots in the scene and otherwise explore.

Does the environment feel overwhelming in any sense?

The environment feels too open with no sense of user guidance.

Does the character speed feel better suited to the environment?

The character feels sluggish and too slow for an FPS in my opinion.

How is the UI in the game?

The UI seems very minimalistic and could use some more information/detail such as ammo type currently in use, etc.

Anything else

The cube which needs to be shot to extend the bridge appears more like to a pick-up to me due to the fact its levitating off the ground and rotating, instead could possibly be an interactable lever or made to represent a target more.