

## Updated Feedback (11/29)

Out of 38 responses

### Sound Feedback:

- Try looking to dark synthwave
- More visceral death noise
- A longer loop on music, like area 3
- Pick up or enemy defeated confirmation noises
- Respawn noise
- Switch noise feels too loud
- Slight adjustment to footstep noise
- Dash could use a more prominent noise
- Jump sound becomes incredibly repetitive

### Cohesiveness feedback

- Storyline doesn't feel as if it shows through as presented in the included in the drive
- Enemies not having animations feels jarring in comparison to the player
- The art for menus doesn't exactly feel like a strategy game, it leans more towards horror.
- The enemy [I am assuming the hunter, here] feels too drastic in art style change and doesn't feel like it connects with any other part of the game

### Requests for addition

- Functional minimap
- Enemies with varying difficulties
- Flying or hovering enemies [we have one drawn out, not implemented].
- Platform variation (moving, falling, etc.)
- Controls that allow for blocking/parrying enemy attacks
- More variety to level design (enemies, locations, etc.)

### Specific Game Changes

- Switch objects have a visual change when interacted with
- More immersive sound/music

- Tutorial explaining how to interact with the area
- Map design that differentiates each level. [This is the most requested]
- More objects in the level, they feel too empty at times.

**37.8% felt that the game did not hold their interest or draw them to continue playing.**

This was mostly due to all of the new abilities being acquired being within the first level and that the difficulty did not feel as if it progressed. *However*, a majority enjoyed the pacing and the ability to explore the stage and complete puzzles.

## Navigation Feedback:

- The minimap needs to have some indication of the player location
- The lack of any indicators that the players are going in the right direction makes it difficult

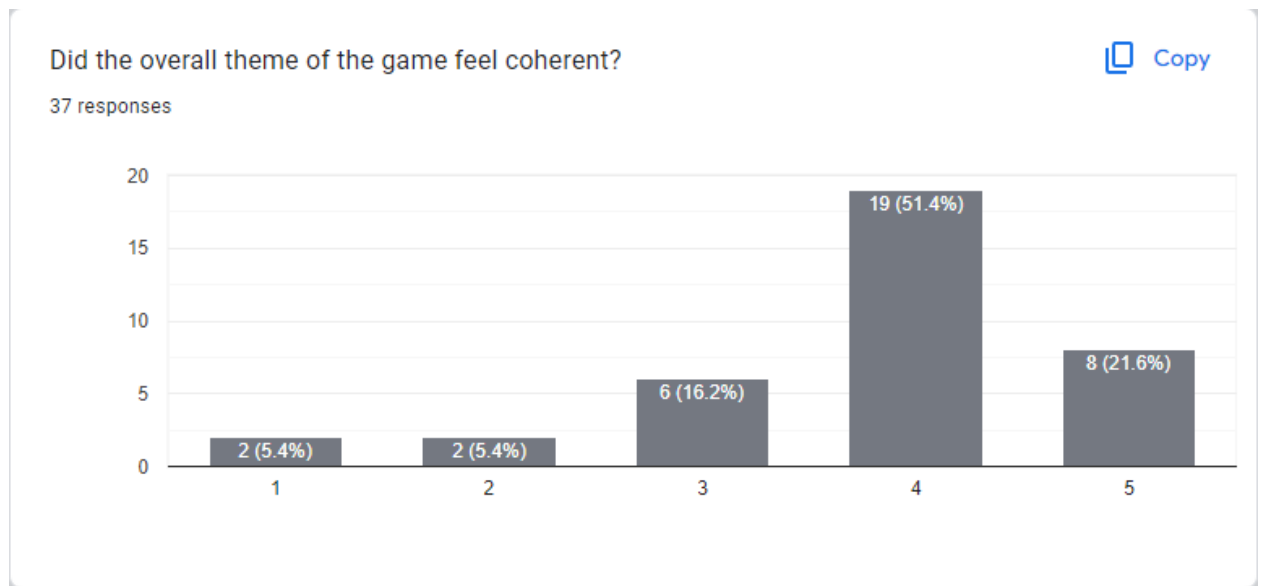
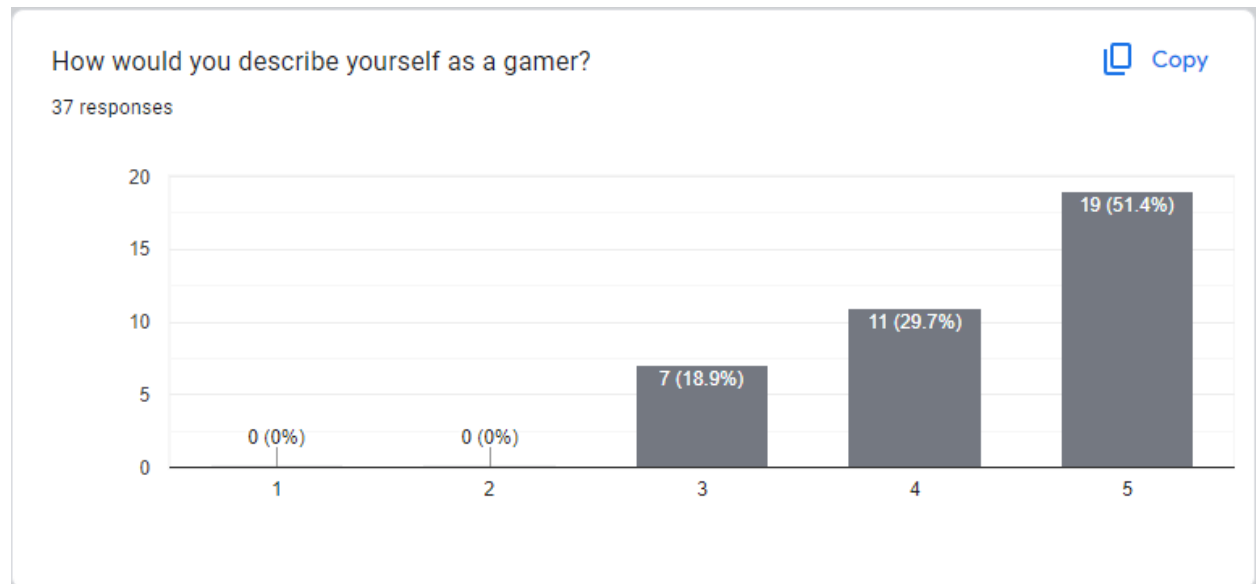
## Known Glitches/Bugs:

- Getting stuck in spawn bubbles in the third area of the game
- Losing abilities after dying but the noise still playing without the change in movement
- Getting stuck in a wall or platform randomly
- Being able to grab items that you shouldn't be able to and bypassing a large portion of the game.
- Some walls would not load in correctly, while this wasn't game breaking, it would create a dead-end that probably shouldn't have been there.

## Improvement Suggestions:

- Minimap player locator
- Death noise
- Health bar that changes with hits left
- More tutorial explanations
- Animations for respawn points
- Syncing footsteps with noise using anim events
- Health meter flashing with hit
- Moving camera
- Color change on interaction
- More obstacles
- Art for the switches and spawn points

## Charts:



In terms of difficulty, did the game feel balanced in how challenging it was?

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37 responses

