Shooting Mechanics research

For research in to the shooting mechanic of my game I asked fifteen people which mechanic they would prefer if they were playing a 2D style game. Moving with WASD and aiming the way they were facing or being able to aim with the mouse and also use WASD to move. Eight people to Seven were the results that favoured the ability to be able to move with WASD and aim with the mouse. One of the responses included a sentence where they said "Shooting in the direction your facing feels more classic however aiming with the mouse allows the game to be more captivating with myself as I won't just be able to keep firing constantly, I'll have to concentrate on the game a lot more." A person in favour of moving with WASD and shooting in the direction they were facing said "This would allow the gameplay to flow in a forward motion, as well as meaning I would have to be wary of enemies in front and behind and I won't just be able to hold the D button down, walk forward and shoot behind." I believe we want our game to feel exciting for the player to play and unlike the monotonous life levels, we should aim to make the player feel engaged with the gameplay when in the cyberpunk type universe.

Reasons against aiming with mouse:

* This could go in the opposite direction and lead to a game that is too easy thus the player becomes bored and disengaged.
* Aiming the way which the player is facing feels more natural to the player in a 2D sidescroller and is seen in many old-school/new sidescrollers such as: Megaman, Contra, Shovel Knight and Bro-Force.
* Animations with shooting could end up looking un-natural leading to players walking one way and spinning the gun in a circular motion to shoot enemies easily.

Reasons against shooting in the direction we're facing:

* Player might be able to hold A or D and click the mouse button relentlessly to shoot, if enemies are too slow or too weak