Play test 02/05/2019 06:54 – 07:43

Sean

Sean did not like the game because

there was no challenge as the health bar doesnt work

Even though weapon switching is a cool mechanic, the guns aren't different enough to make it work e.g. revolver and pistol are the same

Not enough weapons in game

random floaty weapon that you can't pickup

the camera lags behind the player so you can't see where you're going.

Sean liked the artstyle

and the menu is quite stylish

Overall, there wasn't enough challenge as the player wasn't losing health even if they were being shot at

bullets are slow so he didn't realize that you had to just aim and that it autoshoots, show crosshairs to show your character is aiming.

Sam

Camera lags behind the player so he couldnt see infront of his character

Need some animations

game is very easy because no damage

art is cool

lighting effects is good on fruit machines

"the character is a dapper looking dude"

Dragos

The artstyle is really good

The lighting in the game is really good

the pixel art is really well done

The colour pallete is amazing

The autoshoot mechanic is good but after the ammo is used up there should be a reload point

add animations

the camera lag is very frustrating

the enemy and character shooting allows you to anticipate the bullet too easily so its too predictable

the bullets could look more like bullets with different speeds.

Alex

constantly kept getting pistols

more weapons please

higher intensity as its very slow paced

the camera is laggy

the art is fantastic

the hud disappears in the second level making it inconvenient

the bullets are slow as well

would be more fun if it was challenging

but is a good concept

need some more Oomphh (more steroids)

it was unclear where to go once level 1 was complete and he didn't realize that was the end of the level

You don't need to kill all the enemies to get into the second level