

Sleepy Swamp - Playtest

4

Responses

05:28

Average time to complete

Active

Status

1. Layout: landmarks, platforming difficulty and path traversal. Do you understand where to go next or where you are in the map? Is there adequate cover and routes for flanking? Do enemies have the correct space to function correctly?

Latest Responses

4

Responses

*"I really enjoyed the scope and scale of the level, it feels very true to a re..."**"The first area is a bit confusing on where to go although later on the m..."**"The routes were definitely diverse and well thought-out. I didn't have to ..."*

2. Pacing: rising and falling action, climax, variety (vertical, encounters, gameplay, textures, lighting), moment to moment gameplay and "wow" moments, isolation principal and layering, ammo and weapons. Difficulty is paced well.

Latest Responses

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Responses

*"The pace was very well thought out. It starts will weak swarming enemi..."**"The pacing starts off really well, ignoring the badly coded npcs on quak..."**"It felt steady. It wasn't too fast paced or overwhelming. It was just right. ..."*

3. Production values: architectural details and nuances, trim, textures follow Romero's rules and look good, atmosphere and theme come through clearly, effective mis-en-scene, special effects (triggered audio, particles, lighting changes, scripted enemy behavior). Any noticeable bugs or glitches?

Latest Responses

4

Responses

*"I like the architectural details a lot, level geometry always complimente..."**"The theme comes in clear for sure, and will look even better later when ..."**"I really like how this map was laid out. It was really different and differe..."*

4. Engagement: Does this add up to a fun / creative / worthwhile experience? Do you players want to give up? Do players want to share / recommend the experience?

4
Responses

Latest Responses

"Absolutely. Enemy encounters were really awesome, probably the most f...

"The experience when more fleshed out will be 1000% worthwhile, it was...

"You were never left hanging, wondering what to do next. Like mentione...

5. What did you think about the theme? Did it make sense for the monsters to be there or anything like that.

4
Responses

Latest Responses

"I think with proper texturing the theme will really come alive, a swamp i...

"It made sense for the monsters to be there, they all seemed like they fit i...

"There was kind of an awkward mix of enemies. I also didn't really get a ...

6. What did you think about the difficulty?
1 = Easy 10 = Hard

4
Responses



6.75 Average Rating

7. Overall rating for map

4
Responses



8.25 Average Rating