EECS 494 Play Test (Dec 4, Beta)

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Feedbacks

- **Hard to know they have multiple colors**
  That's fine when Zelda Cursor is implemented. But I feel Zelda Cursor is performing best when players use scrolling wheel to change color. So we need to teach that.

- **How do they know walking on purple won't be affected by the wind**
  I don't really know. Maybe players were just trying and realize. But the mechanism never appears again after those two levels.

- **Red Level Checkpoints & Size**
  Yeah Red level shall be smaller. I think red level especially requires more checkpoints. Due to a bit of unstableness in the red trail, I (personally, as a player) don't want to repeat the level I have passed.

Let me explain more on that. For example, in the purple level, the path is very stable once the purple trails are drawn at the correct locations. So I / the player won't mind play the level again since "Once I figure it out then it becomes easy" (Actually it is more fun to see "How I have learnt so much from the beginning"). But that's not the case in the red level when the path is sort of unstable.

Similar idea in Celeste (hotel / resort level), although the moving objects makes it looks unstable, but every time you respawn, the enemies are at the same location. Moreover, there is a fixed path that you can explore over time to pass the level. So you sort of have a path to follow (compensating the unstableness from location of the enemy).

But that is really the way Celeste solved the problem. Our red level is really different from the way that the drawings and red mechanics is inherently unstable. So I don't see a very clear solution except just setting more respawn points.

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