Playtest Notes
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Things I enjoyed
- Everything in the outdoor environment design looks amazing… I particularly appreciate the art direction and model style consistency among characters, props and buildings. Very impressive!!
- Character idle animation is really nice, especially for the guy sitting in the store.
- I saw my teammates suggested tuning down the orange tone for lighting – I personally love the big, orange sun against the silhouette of iron and buildings. It looks very stunning to me…

Bugs/ little things I noticed

Gameplay
1. I'm dumb… It took me almost 10 minutes to figure out I was supposed to press Q to return to the real world, and I figured it out by looking at other's playtest notes. It would be nice if a more obvious hint, or a direct control instruction was placed in the TV world.
2. I don't know if the dialogue was not implemented or I just could not figure out the right control to do it, but I couldn't talk to the NPCs in the outside world, which was sad because they have such nice designs and lively animations.

Rendering/Model
1. This shadow casted by the player character is like… egg-shaped…? Since the player character is not going to be directly shown in the game's camera view, there might be no need to model it - but I do think you should think of a way to give this shadow a more human-like shape… Or you could just not render the player character so it doesn't have a shadow at all.

2. After I interacted with the TV for the first time, somehow when I tried to move, my camera did not move, but I could see a gray egg moving around, which is probably the player character model. And it has the textbox (press E to interact) attached to it that also moves around.

And aside from that … this person should not be standing on the kitchen table… right?

3. Parts of the environment would disappear a little bit when I got too close to it… The walls, the refrigerator, the doors.
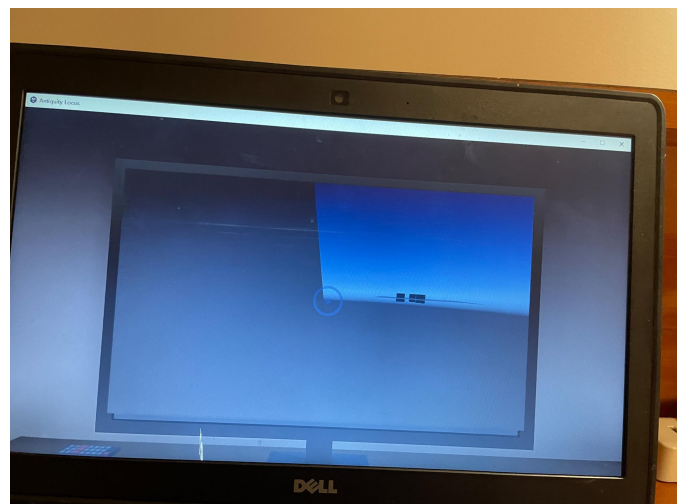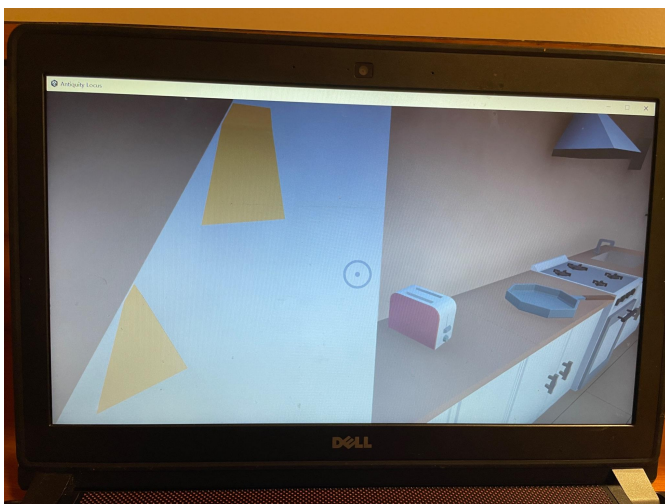
Control

(This is probably a bug, but it also could be intentional) After I entered the TV world, the moving controls are all in the wrong direction – for example, when I press A instead of moving left I would move forward. And, after I turn to face a different direction, the controls would get messed up in a new way– for example, if I move my mouse to turn around, then I press A again, this time A key makes me move right. I am not sure if this is an intentional design to show disorientation of this faint memory, or I just triggered a bug.

Suggestions

1. You might want to change the dialogues in the TV world a bit, so that it is clearer that players need to go back to the real world again.
2. This is just a suggestion - the most interesting visual stuff in the outside world for me, is the huge setting beautiful sun in the sky, so for future sprints, it would be neat if more interesting things in that direction… because my instinct was to go straight into that direction just because it was so nice to look at, and I got a bit frustrated when I ran into the roadblocks.