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**Final Feedback Report**

**Game Concept:**

People were mostly okay with our “Bullet hell” type of game and mechanics. Not much to report here.

**Art:**

I received mostly praise about the art and direction we are going with it. Good job, Gus. I showed them what we had so far of our game to show a little bit of animation. They liked the animations so far.

**Mechanics:**

Most of the people I talked to had a problem with our “vampirism” mechanic in which players sustain themselves. With our current set up, it would be difficult for players to die due to the low amount of damage that enemies inflict and the high amount of healing that players can receive by doing damage. A simple way to offset this would be to create more enemies. This could cause crowding problems and it would put way too much stuff on the screen. We could also rescale our damage/healing factors so that damage is higher and the healing ratio is lower. Another solution offered by a friend which I thought was interesting was to have specific enemy units being capable of disabling or weakening the vampirism healing. This way it would provide a bit more of a challenge along with adding in a bit of enemy variety.

A few people I demo-ed our prototype on were disappointed in the lack of pickups/powerups. They felt that those aspects added a type of surprise to the game when you see a certain power-up drop from an enemy and it made you want to pick it up. However, with our current setup it makes many common pickups, like health/shields/speed, rather pointless. A solution that I received involved having pickups that temporarily modified the weapon that the player is wielding. For example, a certain pick-up would turn the basic weapon into a scatter-shot weapon for a few seconds or after a limited number of rounds have been fired. We have discussed this approach extensively and I feel like we should take some time and perhaps talk about it further.

Level progression was another topic that I received a lot of feedback on. Some people felt that the way we had set up how our game progressed was very linear. It is very easy to anticipate what you will expect in the next level after completing a few rounds. A friend of mine felt that if environmental hazards are to be included, they should appear throughout the level or at least exist in the majority of the level. He argued that if you’re in a mysterious cave, it doesn’t matter where you are you will be just as likely to fall in a hole near the entrance of the cave than you will be halfway through. I did not fully agree with his argument, but this does bring up a mechanic we can consider. It gave me an idea that for certain levels we can have an increasing intensity of environmental hazards as the player progresses through the level. For example, the mysterious cave could have shallow holes near the entrance. As the player proceeds he/she could encounter stalagmites that will fall from the ceiling and as he ventures further into the cave he/she could find some sort of nest and new hazards, such as sticky webs that inhibit movement or eggs that hatch into juvenile enemies, can be introduced. Back to the problem with the linear level progression, we could maintain similar enemies but we can give them a theme that matches the theme of the level. For example, an ice level could have the basic aliens wearing winter clothes or be made of ice and have them fire projectiles that slow the player’s movement or cause players to slip if they move too fast. This would give a player another reason to continue playing the game and getting to a new set of levels would introduce a fresh experience.

I did not have much to say about how the boss fights worked besides how players cannot “respawn” in the boss’s arena. I received mixed feelings about this idea. One side felt that it is a good idea and it gives players incentive to protect weaker teammates. This promotes a form of cooperative teamwork in that you want to prevent your teammates from falling to the boss. The other side felt that if a teammate is dead for good during a fight, it could gimp the team quite a bit and there should be some way the dead teammate can return to the fight. One scenario that I was given is this: A boss has a mechanic where he would summon swarms of lesser enemies that would fight for him. One player who has the freezing ability would use this to control the lesser enemies while the other players focus on the boss or keep the swarm at a manageable level. If the crowd-control player dies, it will be very difficult for the rest of the players to complete the fight. A solution I received for this is to have some sort of mechanic where living players can manually revive a fallen ally, but the revived ally would have some sort of disability when they were revived such as lower max HP or damage. We can discuss this further if we do want to try to implement this.

Another point brought up during discussion was the vampirism mechanic in boss fights. In the current state, boss fights could be incredibly easy because of the amount of healing that it is provided. This is something we need to discuss. If we design a boss where he is immune to damage until something is done, it will be very difficult for players to stay alive. This is not something we talked about much and the information I have presented may be different than the way you guys had in mind, so we should get together and talk about this further.

**UI:**

The UI in the current state is fine. No complaints about it. The ingame menu is easy to read, the health bars/special skill is in obvious positions. The only suggestions that I received is to perhaps have different icons for different special abilities and also some sort of interface to keep track of your teammates.

**Other:**

N/A