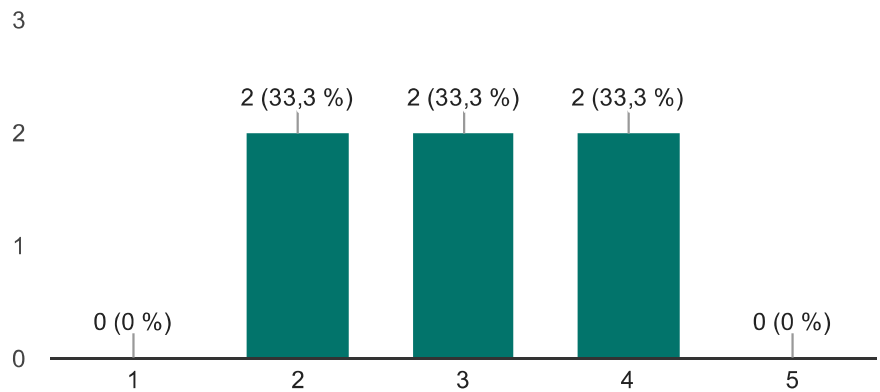


Dockit League Feedback

6 svar

How did the controls feel? (6 svar)



Any comments on the controls? (6 svar)

Its hard to understand what you actually do

Provide an "option" section to show the controls and anything related to how to change them and so on (doesn't have to be included at all costs though considering the type of game they are made for); camera a bit awkward and slow at times, but working at all times.

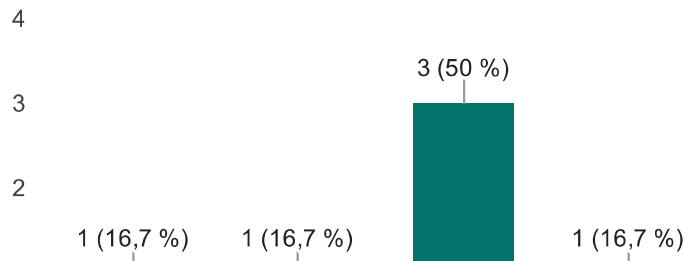
No real description on what the individual buttons worked. I sort of had to base my attempts on previous game experiences.

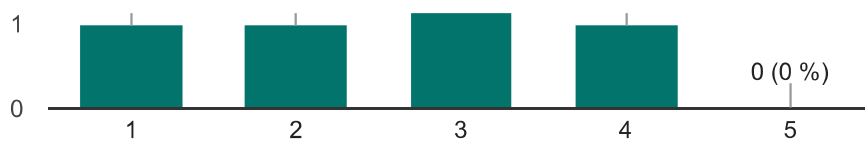
The controls felt somewhat fluid, and familiar to other twin-stick titles.

Brukte tastatur, litt vanskelig å snu kameraet slik man vil.

Good icons goes a long way to communicate abilities, that's good. Would've helped if similar abilities were mapped to the same controls across all the kits. The main attack should be mapped to the same button on melee and marksman etc. Maybe it was and I didn't get it, but then that's kind of a problem too. Also I think four different abilities per kit might actually be a bit too much, I only used like two from each and based my plans on those (unless you count randomly spamming all buttons to see what they do). Maybe focus even more on what is unique for each kit. The stealth thing, for instance, was really cool, but its attack was almost impossible to get good mileage out of. Felt like I could set up an ambush beautifully but not actually execute on it.

How would you rate the in-game UI? (6 svar)





Any comments on the UI? (5 svar)

I felt like I was put in blind

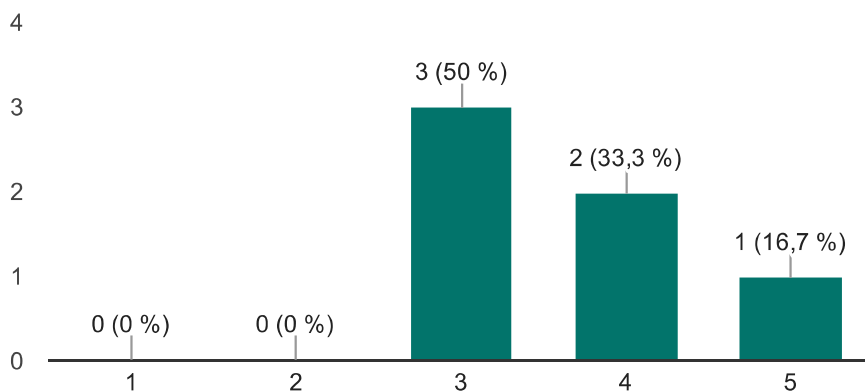
Specify how to access the menu to buy the enhancements, maybe give a name to the icons/moves or a brief pop-up explanation on the move (consider something like a mouse-over); maybe provide a quick loading screen at the start hinting to the controls of the game; life percentages need sorting out and balancing.

The map and characters was looking nice. There were icons and such, but they were a bit small. Perhaps they would be more informative of their function if they were slightly bigger. There were also some icons missing.

The UI was rather poor, mostly due to missing icons for a lot of abilities, and most of them was not very descriptive of what each ability actually did. The abilities were also placed in a weird order in terms of mapped button for the controller. One would expect the right two abilities to be mapped on the right side of the controller, and the left abilities to the left side. This was however mixed, and made the already lacking UI very confusing.

Lacking in the feedback section, but I'm guessing you're well aware of this. Bit hard to see if I actually hit anyone, or whether or not things I had placed around the board were triggered.

How would you rate the in-game shop? (6 svar)



Any comments on the shop? (4 svar)

Was simple enough but could put more work on navigation

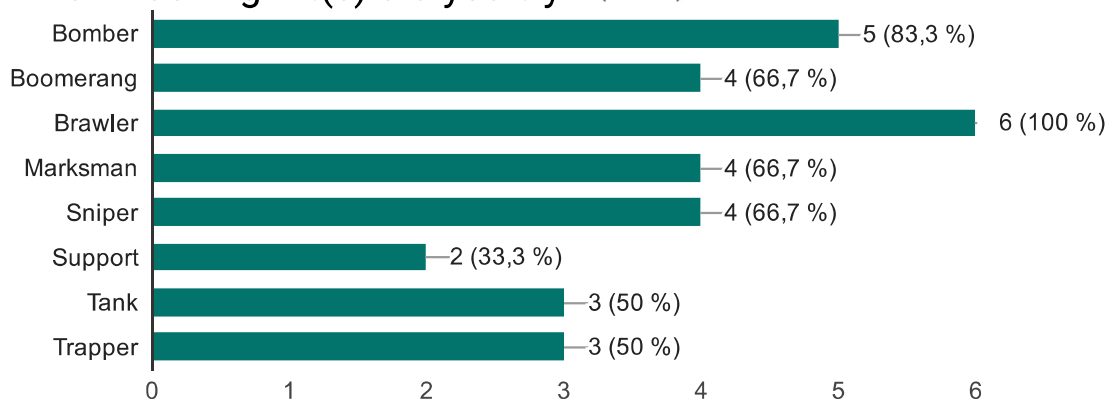
You could think of adding the option of buying more than weapons, like physical/ranged enhancements, speed boosts, etc.

You could change your kit, but there could be an intro to the shop that explained how it works. It was sort of pick a class and move on.

The kits all look a bit alike, which is confusing at first. But again, I guess your focus was not on art. I had a lot of trouble at first with buying because I couldn't see clearly whether I was at 'yes' or 'no' – THAT you might want to communicate more clearly. I think it was because the option I wasn't aiming for was

highlighted when I'm used to it being the other way round! ('Yes' should light up when hovered).

Which Docking Kit(s) did you try? (6 svar)



Any comments to the kits? (6 svar)

Of the abilities that I could understand, most of them fit the role. However, the kit for marksman was not something I would expect. Being called marksman, I probably expected something more along the lines of what boomerang had. Instead of feeling like I played a marksman, it felt more like I was playing a rogue or assassin type.

Support healer fienden og litt for sterkt at den har konstant så mye heal. Marksman burde muligens ha litt cooldown på stealth, men fint at aoe dmg tar den ut av stealth.

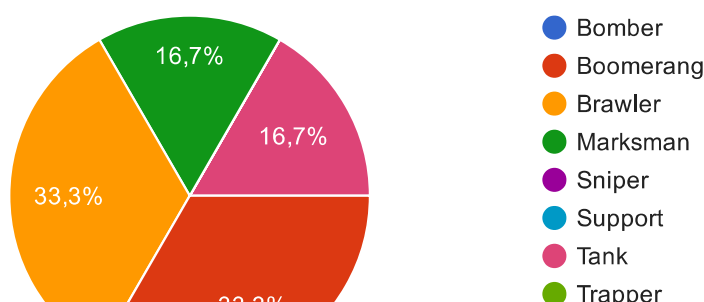
The trapper was fun, but I only understood like half of its abilities. Did I plant any actual traps or was it mostly AOE?

Brawler. One word: HAMMERTIME. Funnyyy, especially with a support to keep you forever healthy (balanced lol). Didn't understand anything about it other than the fact that I could whack things, but I'm alright with that. A bit hard to adjust my position to try land a swing, though, felt like I had to split my focus a lot.

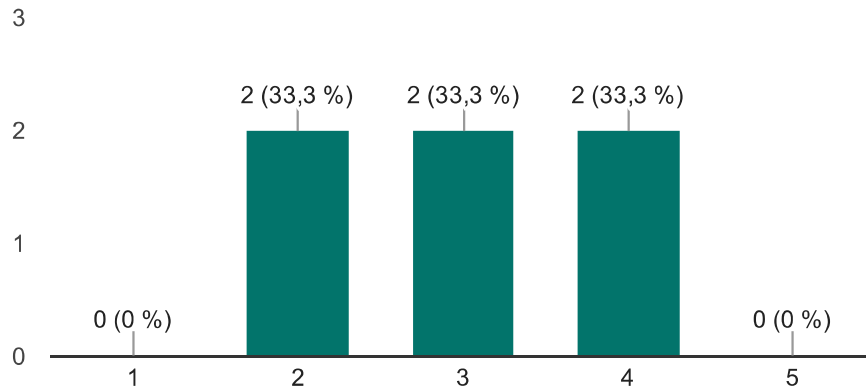
The bomber I didn't understand at all. I thought nobody could see my bombs, thought they were mines. Also I kept thinking I was firing rockets or smth but they never seemed to do anything.

LOVED the marksman, although it felt more like a sneaky ninja to me than some triggerhappy gunner, I wish its main form of attack was a bit less unwieldy. More focus on the sneaking and less on the pew pew might be worth a shot. I want to feel like I'm really stabbing someone in the back >:3

Which Docking Kit did you like the most? (6 svar)



How easy/hard was it to understand the game mechanics? (6 svar)



Comments regarding game mechanics? (6 svar)

It was simple but still confusing as most of the time it felt like your inputs did nothing

Add a more lively menu; remember icons; small loading screen with controls and/or explanation of the game mode selected.

It could use a tutorial, still a very early stage of the game test so didn't expect too much at this point.

The game mechanics were hard to understand simply due to the fact that there was a serious lack of feedback in the game. The game really doesn't tell you all that much, and during my time playing I relied heavily on guesswork based on my general gaming experience.

Burde vært mulig å lese hva de forskjellige abilitiesene gjør. Burde vært litt tydeligere når man dør, f.eks. gjort karakteren mørkere eller noe

The map wasn't ideal for all classes, the ambulance/support is super broken and those placeholders need to go.

Any additional feedback? (4 svar)

It's a fun game when played with friends but I don't see it having any other sustainability outside of that

As said above. the testing stage was very early, but that's to be expected. an overall fair game experience given the circumstances.

Det var et morsomt spill når man først kom inn i det, til tross for at det var litt buggy :)

When we began understanding the kits a bit, we had fun. The chaos part might actually be a good thing, although the confusion should preferably come from somewhere other than the kits. I think it could be beneficial to dumb everything down a bit, seeing as most of us just picked the abilities that were easier to

spam/understand and ran with it, ignoring the possibility of more sophisticated plays. I would easy mode the shit out of this if I could just because I didn't feel like I had time to set up the more elaborate plays.

Antall svar per dag

4

3

2

1

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