

RealmWalkeR

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Feedback (Player)

Good game. At first, I didn't understand what the story or the game was about, since the little that is seen in the cutscenes doesn't explain much. They could add more lore there to understand how and why the character was transferred there. At first, the character's movement mechanics felt very clunky, but I got used to them over time, although I still didn't like them entirely. I liked that the areas weren't so repetitive, although the environment felt very generic. Maybe if they added more elements such as plants, fireflies, spores, effects, etc.

The bosses are quite "easy" to defeat by using the Glacial Trap to immobilize them and the Flamestrike for damage per second with its effect. The latter is a pretty broken Bound Spell; you can get through the entire game with just this spell without any upgrades (no exaggeration).

The duration of the two worlds is quite short. I killed all the enemies without leaving any alive. I died about 3 or 4 times at the beginning, I configured the entire visual part about 3 times, and even so, I finished it in less than an hour. They could improve the map by adding more secret areas, more varied enemies, with more specific rooms for those types of enemies, and occasionally some that are not from that area to vary it and make it less predictable, bosses that summon allies or with allies already established with them.

Feedback (QA Engineer)

I found several errors. The first and most critical one occurs when you enter settings and click confirm. The game displays a black screen and you can't do anything at that point. Another important error is related to attacks. When you attack, the character doesn't do it correctly, it bugs out and no longer launches the attack. This happens more when you move forward and just turn the camera backward and try to launch the attack. It glitches, and even if you turn the character around, they don't launch the attack until a few seconds later.

When I entered the snowy area, I experienced an FPS drop in the middle of the map. Before entering a cave full of enemies, I already had an enemy with a black eye at the bottom of the map following me. and when I entered the cave, the FPS dropped dramatically, from 50/40 to 20/10, and stayed that way until I entered the boss fight, when it settled back to 50/40 FPS. When I killed the ice boss, it was still there with its model, it didn't disappear or break apart or anything like that as if it had been defeated, it just stayed static and didn't do anything.

Error Reporting: RealmWalkeR (Alpha Build)

HARDWARE:

- CPU: AMD Ryzen 5 5600G
- GPU: NVIDIA RTX 3060 12GB (Single Fan)
- RAM: 32GB DDR4 a 3200MHz (Dual Channel, XMP Activo)
- Monitor: 1080p 100Hz

SOFTWARE & CONFIGURACIÓN:

- OS: Windows 11 Pro
- Juego: RealmWalkeR(Pantalla completa)

BUG #01: Black screen when confirming settings

- Severity: Crítica (Blocker)
- Priority: high
- Description: When attempting to save changes in the settings menu, the game stops rendering images and freezes on a black screen.
- Steps to reproduce:
 1. Launch the game and navigate to Settings.
 2. Make any visual changes.
 3. Click the Confirm button.
- Expected result: The game should apply the changes and return to the previous menu.
- Actual result: The system displays a persistent black screen that requires the application to be force closed.

BUG #02: Desynchronization in attack animation (Input Lag)

- Severity: Major
- Priority: Medium
- Description: The character experiences a blockage in the execution of basic attacks when camera movements are made opposite to the direction of movement.
- Steps to reproduce:
 1. Desplazar al personaje hacia adelante (W).
 2. Quickly rotate the camera 180° (looking backward).
 3. Attempt to perform a basic attack immediately.
- Expected Result: Character should attack instantly in the camera's facing direction.
- Actual Result: The character model "glitches" and fails to execute the attack for several seconds.

- **BUG #03: Drastic performance drop in Snow Zone**
- Severity: Major
- Priority: Medium
- Description: Heavy performance degradation detected upon entering the snowy zone cave, dropping from 50 FPS to 10-20 FPS.
- Additional Finding (OOB): A "Purple Eye" enemy was spotted moving outside map boundaries (under the map) while following the player before entering the cave.
- Technical Note: Performance only stabilizes once the Boss encounter begins.

BUG #04: Status error in Ice Boss (Static death)

- Severity: Minor (Visual/Logic)
- Priority: Low
- Description: After defeating the Ice Boss, the model fails to trigger its death animation or despawn.
- Observed Result: The model remains static in the arena with no interactivity, breaking the encounter's immersion.