

Descensions

Visual Design

The game features a 2D, top-down pixel art style with a charming, retro-inspired look. Despite its simplicity, there's enough detail in textures, props, and character sprites to make each location feel distinct and memorable.

I especially like how some areas within the wildlands share a similar base style while still feeling completely different from one another — for example, you have three distinct grassland areas, but then there's also a striking ice and snow region that breaks the pattern and adds variety to the world.

You have different types of wildlands you can visit:

- Forest (green portal colour)
- Fields + rocks (orange portal colour)
- Swamp/water (purple portal colour)
- Snow/ice (blue portal colour)

Characters



I really like the way the character designs change appearance depending on the soul shard they are using. Each character has their own distinct outfit — for example, Ruby's Animage outfit is completely different from Trina's.

Environment

Across the different levels I've explored, I think the map layouts are excellent. The pixel tiles are well-designed, and I appreciate how the battle backgrounds match the environment. For instance, fighting in the snowy wildlands uses a snowy or icy battle backdrop, which adds to immersion.

Menu Design

The main menu design is simple yet effective. The font style and text colours complement the warm cloud background, enhancing the game's fantasy atmosphere. The decorative flourishes in the game title give it a touch of elegance, while the overall softness of the colour palette creates a welcoming first impression for players.

Summary, Observation, and Issues

Overall, you've done an excellent job creating a strong story with freedom for the player to approach the game in their own way. The visual design is outstanding, and it's clear a lot of time has gone into planning map layouts and character designs — particularly with the addition of alternate outfits for different soul shards.

I have come across a few bugs that you will be able to see for the characters it called "Bug Report Ruby oracle" also with the setting with the battle music the game crashes when u click boss battle and the regular battle music

Gameplay and mechanics

Mechanics

- Potions making
 - I was introduced to potion making by visiting the tavern, where I received a quest to work there and serve customers in the shop. Each customer would request a specific potion and give me a hint about what they wanted. When you enter the potion room, there's a book that explains how to make every type of potion. The tricky part is figuring out which ingredients to combine to brew it. Once you've made a potion for the first time, the game will then show you which potions you can craft with the items you have. Brewing ingredients can be purchased from vendors or found while exploring the wildlands.

Difficulty of them

The difficulty of potion making can range from easy to challenging, especially when first learning the combinations.

- **Strength Potions** – Combine 1 material from a creature's body with 1 mineral material.
- **Resilience Potions** – Combine 2 different mineral materials.
- **Spirit Potions** – Combine 1 material from a creature's body with any type of feather.
- **Health Potions** – Combine 1 material from a creature's body with another body material, ensuring they are two different types.
- **Psyche Potions**- 1 material from the body and 1 liquid material.
- **Mystique potions**- 1 material from environment and 1 eye of any kind.
- **Agility potions**- 1 feathers of any kind and 1 liquid material.
- **Focus Potions**- 1 eye of any kind and 1 mineral material.

- Skill usage stat growth and growth room
 - I was introduced to this by just randomly clicking on the mirror in the tavern upstairs next to the bed I like the fact that you can get your party to grow when you rest.
 - I also like that u get growth orbs that allow you to level up your party rank by spending them.
- I would also like to add as an improvement I would make them easier to find as looking at it from a new player perspective I am not sure how many people would find it without some hint so maybe have a pop up to say u can interact with the object they are near, or the mouse is hovering over

Gameplay

Movement

The controls are easy to use, with options including WASD keys, arrow keys, or clicking the mouse to move

Combat

- How I find the combat?

find the combat system in this game interesting because, while it's a very simple turn-based setup at its core, the surrounding mechanics make it far more strategic and complex. You control a team of three fighters at a time, which means you really must think about each character's role and how you are going to build your team by a tank to absorb damage, or a high-damage attacker to quickly take out threats. I like how the archetype system works with Soul Shards to change a character's stats and abilities to suit your strategy. For example, the *Siphon* shard grants two abilities: one that steals health from an enemy and heals the user, and another that lets you give a portion of your own health to an ally. This adds another layer of depth because you're not just thinking about raw damage output — you're also considering synergy and support between your team members. Enemy abilities also force you to adapt. Some enemies have tricky skills — like "Rock" abilities — that make them harder to counter. One thing I personally found challenging is that if a character dies, you can't swap them out for someone else mid-battle. This means you must be very deliberate when choosing your starting three fighters, because a bad matchup can quickly put you at a disadvantage.

The main drawback is that if a character dies, you can't swap them out mid-battle. This makes team selection critical but also punishing if you miscalculate. Allowing substitutions from reserve members would reduce frustration and give players more flexibility.

Mini games

- Mystical game
 - I like the inclusion of mini games within the main game, and I especially appreciate how they're introduced subtly rather than through big, obvious markers. For example, when I discovered Shay's game, it was purely through exploration finding a rich fairy in her house who casually mentioned it. What is a strong design choice. As it makes me feel as the player that you need to go explore everywhere to see what else is hidden around.



Shay's game itself has interesting mechanics. The ability to choose how many crystals to spend each turn adds an element of risk and strategy — spending fewer crystals lets you take a gamble on moving between 1–6 spaces, while spending 3 guarantees a steady 3-space movement. This choice system is a positive feature as it is risk and reward as every space have different things like money, shards, or even other mini games where you have a certain amount of time to grab as much as possible. However, there's also the risk of landing on spaces that trigger fights, which keeps tension high but could frustrate players who feel unlucky.

Summary, Observation and Issues

Overall, I think the combat is a good mix of straightforward turn-based mechanics with enough strategic elements to keep it engaging, though the no-swap rule can make fights feel punishing if you miscalculate and makes it feel unfair. So, I would make it so you can switch your fallen characters out for one of your reserves.



when it comes to combat, I would also recommend allowing the player to use the on-screen arrow to change the attack type instead of using ("A", "D") as not being able to click the arrows took me a few battles to realise you use the keyboard to do so

- I like what you have done with the tavern as there is a lot you can do with getting a job making the potions for the fairy's what get you money and shards, I like that you can upgrade certain parts like the piano, flowers, your bed and more.
- Something I would change would be is allow the player to make potions while not working in the tavern, so it gives it more of a reason to use. And upgrade your level.

Story

- Long ago, weary travellers stumbled upon an oasis in a barren wasteland and built a village, believing they had found paradise. But beneath the surface, trouble was brewing — a truth hidden by the villagers' ignorance.

Ten years ago, Quinn, a young villager, was pushed down a well by Ruby — a friend who never confessed her actions. Though Ruby and their friends vowed to one day rescue him, time passed, and everyone but Ruby forgot their promise.

Now, the four friends finally descend the well together and discover it leads to an entirely new world. Here, fairies live under the shadow of a dark influence from another realm: the home of the "Greater Entity," a being whose power is slowly corrupting the world down the well

Summary, Observation and Issues

The story is easy to follow and sets up a strong backstory. Suggestion: Consider adding a compass since directions from fairies use compass points, a visual aid would help navigation."

Sound

The music is perfectly balanced the piano piece can gently fade into the background yet occasionally resurfaces just enough to catch your attention without ever becoming overwhelming. Sound effects, such as doors opening and distinct battle noises, complement the atmosphere beautifully and enhance the overall immersion. The main menu music blends seamlessly with the screen's background, creating a rich fantasy atmosphere that immediately sets the tone for an epic RPG or adventure the moment you load in

Summary, Observation and Issues

Overall, the games music work well, the piano can just fade into the background, then suddenly pop back up enough for you to notice without ever being too much. The sound effects, like doors opening and the different battle noises, work well and add to the whole feel of the game. Even the main menu music nails it, matching the background perfectly and giving you that fantasy RPG vibe right from the moment you load in.

Overview

The game itself overall I believe has a very high potential as you have added a lot of different aspects within the game. While also keeping the game very simple and giving the player freedom to play how they want to play. And having items inside the tavern upgradeable it's a small thing but it gives the game a lot more background detail.

1. The detail of the storyline with the setup of ruby pushing Quinn down the well and then her and his friends going to find him.
2. The art style I really like how u have set up the village and the wildlands they layout and colours work well together
3. I like how u have incorporated min game like the mystical game and the fact you have smaller min game inside that game
4. The fact that you can work in the tavern to make potion is an amazing idea and it allows you to get money and when u defeat an enemy, they drop potions materials
5. I also like how you can pick and choose the sort of team you want with the soul shards

Although at the moment there are still a few things that are not working as they should and just need some small fixes.

1. Some of the collision on the maps are not working where u can walk through walls or on walls
2. The daily rewards the marble in the marble machine is not working. Again, is a good idea as it adds more background stuff for the player and giving them more choices on how to play the game
3. The combat may need some tweaking as it does feel very unfair as you can't make your own potion to counter the enemys ability also the biggest I had was if the one of your characters die you can't swap them for another reserve character. And if a player gets turn to stone, they get taken out of the turn order so if two of characters get turned to stone you are only left with one player and I found I could never get my next turn to escape as the enemy then just focus their attack on my last player in the turn order.
4. I would add for the player when it comes to the mirror in the bedroom of the player have a marker or message saying you can interact with it as it took me a while to realise that you could.
5. Add in a quest marker or a quest track log

After playing your game, I don't think I progressed as far into the story as I would have liked, mainly because I kept struggling in combat. The biggest challenge was dealing with enemies that could freeze or turn my characters to stone, especially since I couldn't swap party members before they were defeated. Another limitation was not being able to use the cauldron to craft potions outside of tavern work, which made preparing for fights more difficult.

That said, I really enjoyed playing overall — the game kept my attention and kept me interested throughout my session.

Please look at the attached bug reports to see all the bug I came across while playing

