

Lightbringer Feedback

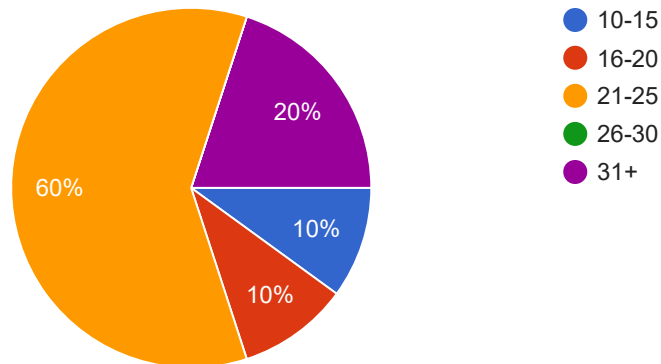
10 responses

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What is your age?

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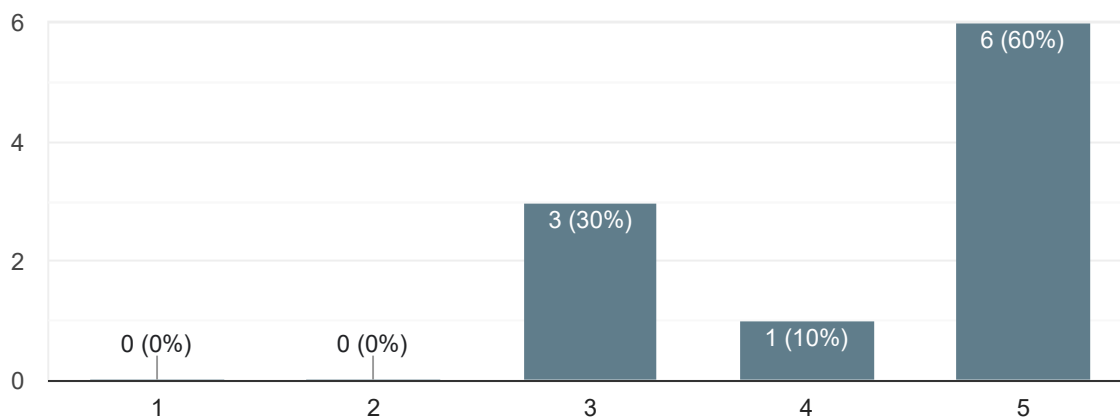
10 responses



I thoroughly enjoyed the game.

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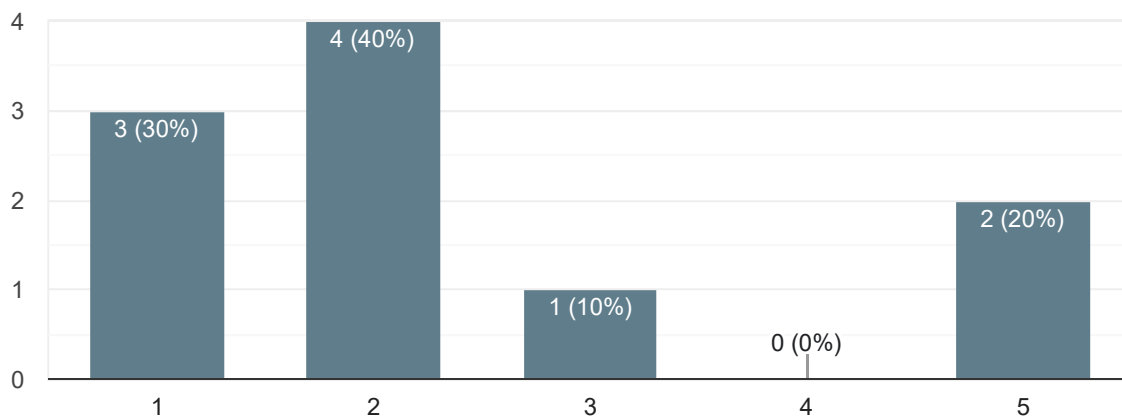
10 responses



I found the player controls to be cumbersome.

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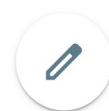
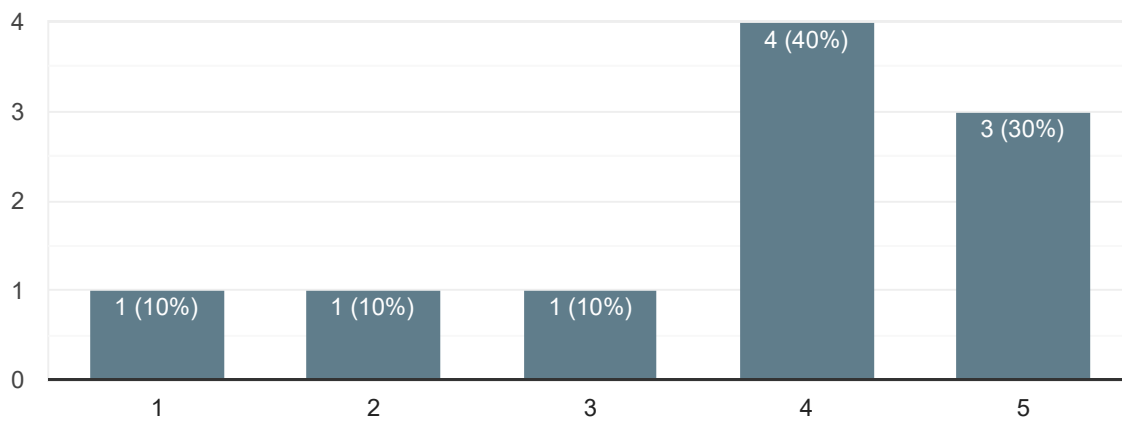
10 responses



I found the controls intuitive.

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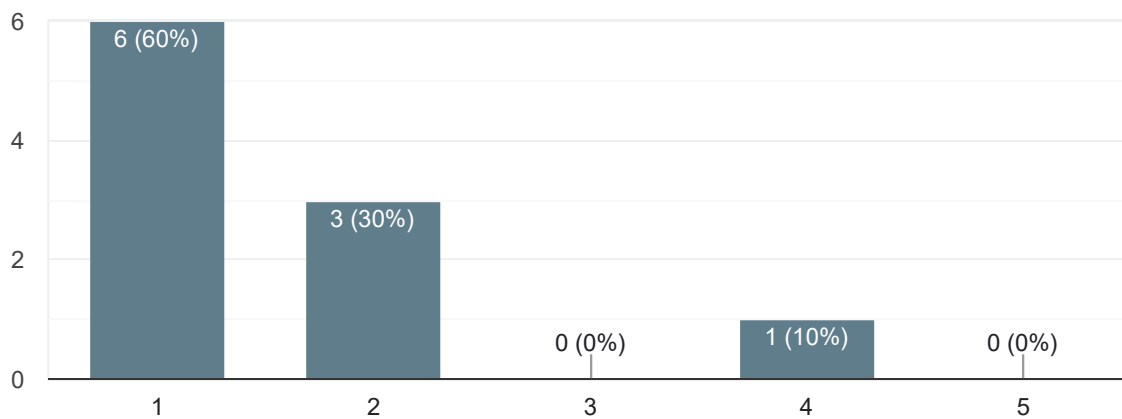
10 responses



Adapting to the controls was difficult.

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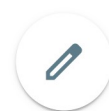
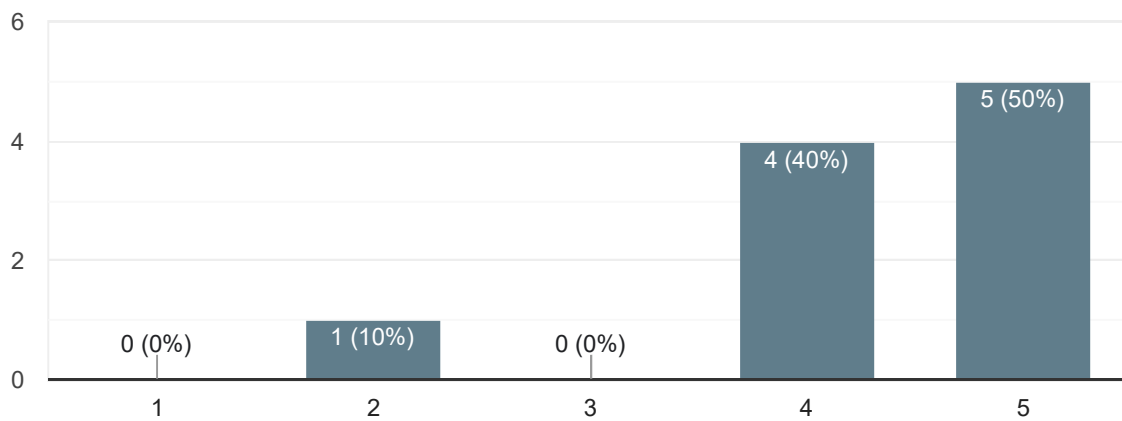
10 responses



I felt comfortable using the controls.

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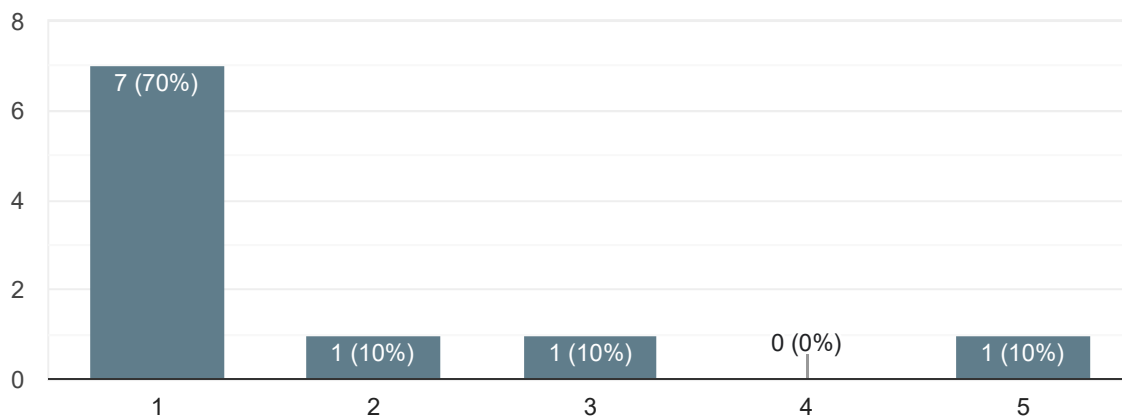
10 responses



I found the controls to be inconsistent.

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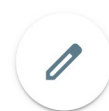
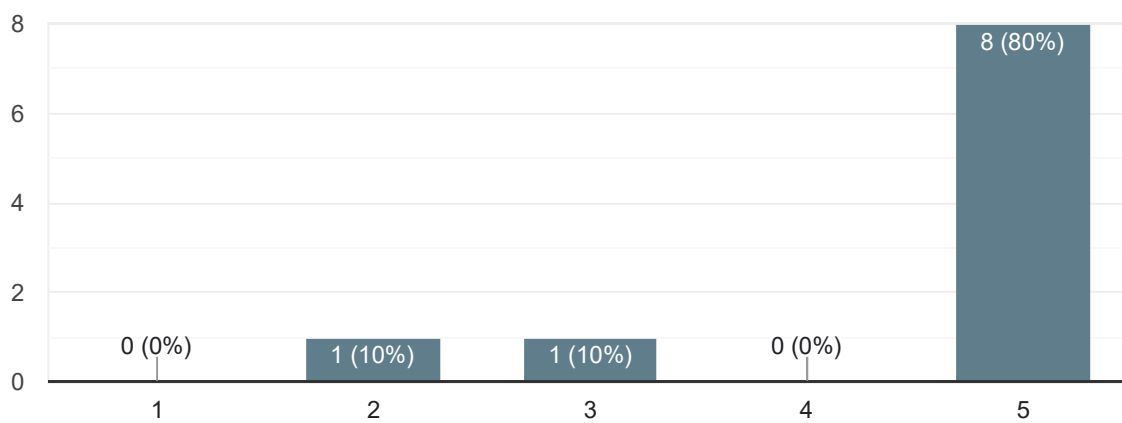
10 responses



I learned the controls quickly.

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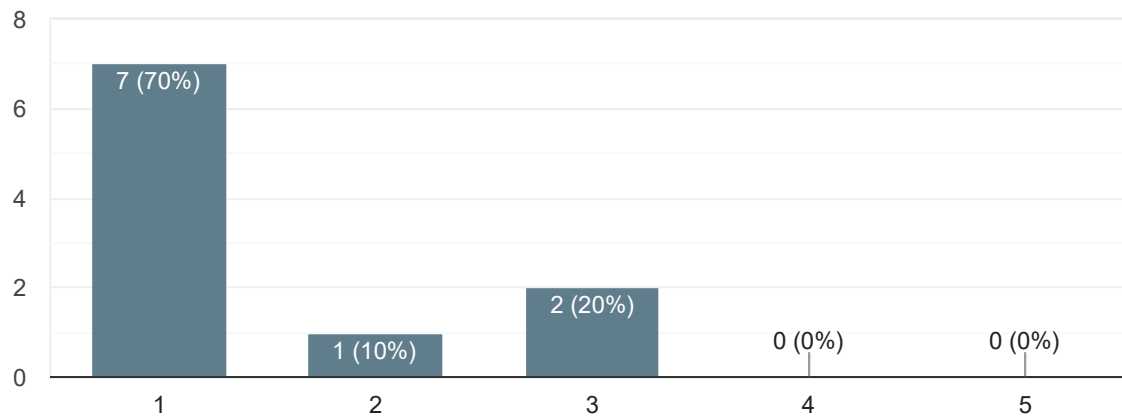
10 responses



The controls felt unnecessarily complex.

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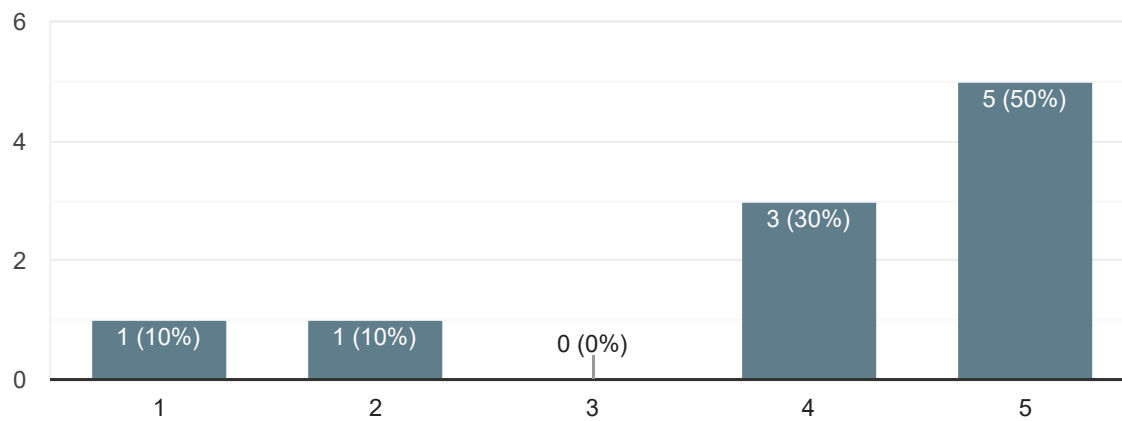
10 responses



The controls were similar to other games I have played.

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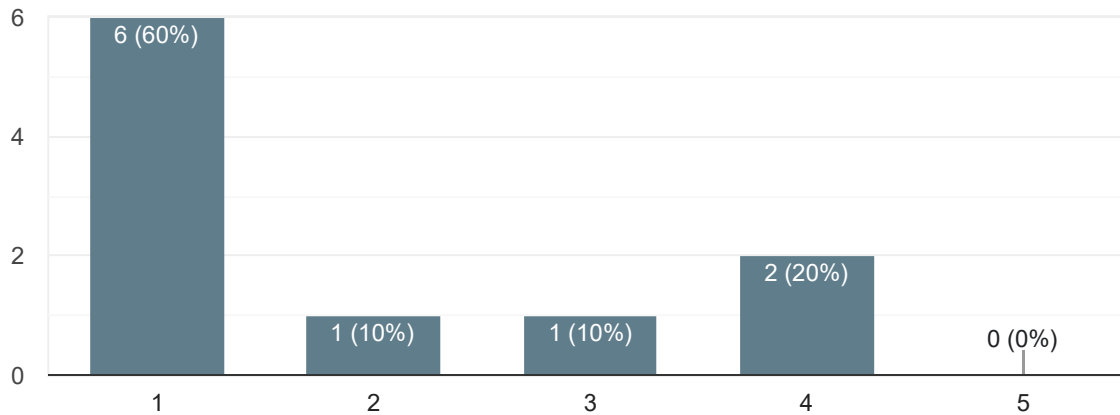
10 responses



I needed to learn the controls well before I could play.



10 responses



What did you like about the game?

9 responses

The Aesthetic of the game was dialed in perfectly, I found the visuals and music to be woven together very well. The different pathways were fun and meant you could play the game in various different ways allowing for a lot of creative builds.

I liked that you could get more upgrades after getting all the other POIs.

roguelike

it was fun and easy to get into

The game was intuitive and easy to learn

Liked concept of using and regaining energy when 'running' and walking

I liked the aesthetics of the game.

i like roguelikes, the replayability of the game is nice

I loved the eerie atmosphere created by the mist and shadow effects; it feels immersive and suspenseful, like being lost in a dark, unknown place.



What didn't you like about the game?

8 responses

Sometimes the enemies felt faster than they should have been, given that I had upgraded movement speed. Some of the level metrics were inconsistent, and I wasn't sure how they actually translated into the gameplay.

I didn't like the bland terrain.

i got lost

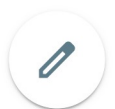
finding weapon upgrades (getting lost)

It was easy to become disorientated and lost

Found it difficult (confusing) to use weapons.

more weapons could introduce more variability into runs, right now the 3 weapons at each difficulty is pretty much deterministic

Enemy visibility in the darkness was challenging, making it hard to spot them until it was almost too late.



What would you like to see added to the game?

9 responses

More levels with different enemies that work around previously earned upgrades would be really fun. Microtransactions.

Maybe add paths that generate under the xp, and foliage and trees in the terrain. Make the steadfast bolt look more like a bolt. a dash/roll that uses stamina could also be added. Lore?

microtransactions

melee attacks for the big guys, respawning weapon upgrade locations

Mini map, weapon upgrade statistics (%damage upgrade ect.), boss health bar

A joystick!!!

More weapons and enemies

more weapons and enemies

More interactive environmental storytelling, such as discovering journals or hearing echoing voices, would deepen the lore and make exploration more rewarding.



Is there anything that you would remove from the game and if so, what would you remove and why?

5 responses

At the victory screen you are shown the level up upgrades you obtained with they're metrics (i.e movement speed = 50% m/s), some of the metrics are confusing to read and feel unnecessary.

not enough gacha mechanics - waifu skin for the lightbringer pls

Maybe being able to store level upgrades, because you can save them all in the hopes of fully refilling HP while the game is paused

stamina, as of right now theres no real point to it other than to slow you down, maybe adding some enemies with special patterns that need sprinting to deal with would provide a reason

Some of the high-intensity ambient sounds, like footsteps and certain effects, feel a bit overused. Reducing their frequency or adjusting volume could make the environment feel more dynamic and less repetitive.

Any other comments or suggestions?

6 responses

Fantastic game, would definitely recommend. Whoever came up with the music and sound effects did a great job.

It's a bit hard to tell how much HP you have, it doesn't seem to immediately update

Simplify text to describe weapons and end goal of game, but liked concept of game

I think the boss should deal more damage, it felt trivial with health upgrades

maybe a dash with spacebar would be cool, could also add more boss patterns based on the availability of this movement method

Adding varied enemy interactions with the darkness, like some enemies being invisible until lit up, could add more tension and variety in encounters.

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