

Demo Feedback (11/1/18)

- World
 - Layout
 - Feels finite, and very flat on top
 - Feels like a 10 player scale, can't tell til testing
 - Not sure whether land or rivers/ flying or swimming
 - Navigation
 - Easily disoriented
 - Have trouble finding treasure
 - Can go underneath!
 - Assets
 - Water shaders, coral, signs will greatly enhance experience
 - Block rendering of spawn boxes
 - Give each canyon its own character
 - Can get away with block colors in lofi environment
- Player
 - Size and orientation
 - Feels slightly too big for canyons
 - Feels like default direction should be horizontal
 - Motion
 - Oscillation against walls is off-putting
- Player controls
 - Direction
 - Consider having a direct up/down control
 - Should prevent player from rotating upside down
 - Speed
 - Very slow travel for such a big world
 - Should implement some momentum or drift dynamics, more "tanky" or "massful"
 - Harpoon
 - Rope will give a better sense of where harpoon is
 - Angle messed up with looking up/down
 - Hard to tell where you're aiming
 - Treasure
 - Instinct is to shoot to grab
 - Need to be really close to grab it
 - Can grab 2!
 - Should implement treasure drop if hit by harpoon
 - Not clear if you were holding treasure
 - Menu
 - Feels like you want to use mouse control