User Testing 2

Team: Illusions of Grandeur

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Developer Observed issues

* The game cannot be restarted after dying (need to be closed and reopened)
* Tunnels are plain and need environment objects
* Tunnels should also not be stretched too far (this causes texture/uv issues)
* Some of the cave walls look awkward because they are not thick enough (looks like paper thin rock)
* Levels contain some placement issues with the environment and the enemy node path points
* Colliders on the environment objects need to be fixed as you can currently go slightly into a rock
* Church floor doesn’t have echoes
* Tom was able to glide in the church level. Something involving the rubble
* Physical player can still see the enemies that should be invisible

Player Observed

* The main menu screen has no controller support for GUI interaction
* Whenever the player falls he shouldn’t be able to see the whole map (falling too much before dying in the pit fall trap)
* It is very hard to notice when the player gets hurt
  + Could add a red screen flash effect
* The player’s movement is kind of slow at some points and the ability to sprint would be beneficial.
* The mouse is still visible on screen even if I am using a controller
* Jumping seems to stop my forward motion
  + Maintain forward momentum when jumping
* Additional buttons/controls for the character
* Falling long distances is awkward. The player should accelerate more.
  + i.e. As you fall for a longer period of time, you fall faster up to a terminal velocity
* The jumping puzzles are a bit annoying in the first level because if you mess up near the end you have to start from the beginning.
* There is no death screen, making dying abrupt (currently goes straight to the main menu).
* Check point system would be nice
* Echoes from different sources (player vs. environment) should have different colors
  + Red – enemies
  + Green - player
* Echoes remain in some form so the echo player knows where they have been
* Controls are atrocious (jumping area of level 1?)
* Spirit player doesn’t do anything
  + Response: Enemies need to be in by next play session
* Fall damage (maybe?)