M3 Comments – Team 10 – Soulless

Luca Festa-Bianchet; Josh Fung; Ricky Li; Armin Talaie; Ben Vinnick

Very fun game overall. It would be helpful to know what each ability does. The hitboxes for the enemy projectiles also felt a bit unfair. Other than that it was very good!

Cengiz Kuscu, Nov 20 at 3:18pm

Love the retro art style and the spell animations.  
  
I think some thing you guys should add is some form of progression. It could be a shop to upgrade your abilities or an experience system with a skill tree. The skill tree could be used to upgrade your spells into stronger versions. For example the ice spell could shoot more projectiles and farther distances or the water spell lasting longer and maybe adds healing. Some way to get stronger would make defeating the boss feel more doable and gives a secondary purpose to defeating enemies besides surviving.   
  
Overall though, the game was fun to play and I look forward to playing again in Milestone 4!

Jasraj Johal, Nov 20 at 3:33pm

Overall, the game is quite enjoyable. During my brief playthrough, I didn’t encounter any bugs or performance issues, which is a definite plus. However, there’s room for improvement, particularly with balancing. Fire spells feel overpowered compared to others, which seem less effective. The healing of spells, in particular, aren’t very useful—they should provide significantly more healing but could have a longer cooldown to balance their power. Additionally, I’m not a fan of the random spell changes; I’d prefer having control over which spell I’m using. Despite these points, it’s a solid and enjoyable experience overall.

Amir Goodarzvand Chegini, Nov 20 at 4:43pm

The game is pretty fun so far, I really like the animations you have for the characters, it kinda gives like retro almost RuneScape esque vibes which I find cool. I did find it a bit hard to keep track of what spell is binded to each hand, maybe if you could make the hands flash the different color? Or if there was some indicator closer to the character that shows the spell that would make it more clear. In addition I sometimes would lose track of where the mouse is, as the mouse is dark, and the background is also dark, if you could change the mouse cursor while in game to be more flashy, or light, I think that would also make the game feel a bit better, but all in all, looks good!

Roy Tao, Nov 20 at 5:26pm

Hello Team 10,  
  
I can see the game is really shaping up and aligning with the vision I saw in the Milestone 0 video.  
  
However, I do have a few suggestions:  
  
I noticed that the player can hold only two spells at a time and must drop one to retrieve another. However, if I have more than two, I can't see what I've collected beyond the two displayed on screen. Without knowing what spell will come up next, dropping a current spell and seeing that the next is also the same seems wasteful.   
  
Also, if I know I collected the water spell and it's later in the sequence, I need to discard the previous spells to retrieve that one. It would be beneficial to switch between spells so that earlier collections don't go to waste.  
  
I think the game should also have a sense of achievement. I understand that the current goal is to survive as long as possible, and having measurable achievements would motivate players to strive for longer survival—perhaps recording the longest time survived or the number of enemies killed. Adding these metrics would make the gameplay more meaningful.  
  
Overall, there's a solid effort put in, and it's great to see! Best of luck to your team for the upcoming milestone.  
  
Yan Naing

Yan Naing Win, Nov 20 at 7:38pm

Hi Team 10,  
  
I’m so excited to share my thoughts on your game! It was, hands down, one of the most impressive games I played during the cross-play session.  
  
First off, I was absolutely blown away by your assets. They’re stunningly detailed and full of life—the walking animations, attack effects, and even your UI design and fonts are incredibly sleek. The sound effects fit perfectly, adding to the overall experience. Honestly, while playing your game, it felt like I was playing something straight off Steam! The game mechanics and effects were so polished, and I can tell you must have spent an incredible amount of time creating those sprite sheets and animations.  
  
That said, I do have a few small suggestions to help refine your already amazing game. My expectations are super high because you’ve set such a high standard already!  
  
- Ground tiles: While the ground tiles do have variety and detail, after a while, the abundance of green tiles felt a bit overwhelming to the eyes. It might be worth looking into reducing the saturation or adding more color variation to make it easier on the eyes.  
- Health bar display: When there are a lot of enemies on screen, it can be hard to differentiate the health bars. One way to improve this could be changing the player’s health bar color to something like yellow, purple, or red to make it stand out. Alternatively, you could make all enemy health bars red for easier visual distinction.  
  
Your game is already amazing, and these tweaks could make it even better. Can’t wait to see how it evolves! Keep up the incredible work! 😊

Zeen Lin, Nov 20 at 8:12pm

hello, i thought this game was pretty fun to play. One critique i had was that maybe it would be better if the player could choose which spells to have in their left and right hands instead of it being randomized. But that's just an idea. The game runs really smooth though and its one of the better games i've played since its pretty engaging :)

Kurtis Ho, Nov 20 at 10:58pm