M3 Comments – Team 12 – (no game name provided)

Aayush Behl; Derrick Cheng; Wendy Greening; Luke Joe; Logan Keener

Hi Group 12, very nicely built game.   
What I liked  
- Awesome animations: I love the dash animation, enemy explosion animation  
- Petting cats for health is a great concept  
- Super good graphics, looks nicely built  
- Great enemy variety  
- Movement feels buttery smooth  
  
What can be improved  
- Projectiles look not as good, perhaps give them better styles or animation  
- Locking movement when attacking feels unnatural, but may be by design  
- Unsure what is the end goal  
  
Ideas  
- Maybe make cats move so harder to get health  
- make some enemies kill cats :'(

Sunny Nie, Nov 20 at 3:12pm

This was an interesting game with unique mechanics. I especially liked the particle effects of picking up items, on killing the enemies, and the cat's healing. The motions are very smooth and fluid and no real bugs were found. I would recommend adding more attack options but other than that very good job! :) Looking forward to the finished version!

Kevin Poon, Nov 20 at 3:14pm

Hey great game! The gameplay was fun and enjoyable and well executed. I loved the various enemies in the game, it really helps with the user engagement. While demoing the game, I noticed that there was no experience bar to show players how much experience points that they have obtained thus far. I think this would be a cool feature to add for future milestones. Overall great gameplay, can’t wait to see what the final product looks like.

Jason Liu, Nov 20 at 4:02pm

couple problems:  
1. the collision of this game is a bit off, the player stuck in walls too often. I assume your implementation is using mesh-based on player and bounding box on the wall? this is the major bug you probably want to focus on.  
2. you can probably add more powerups in random places. killing enemies to get powerups is a bit risky, it would make sense to generate items randomly to make the game easier, and slowly increase the difficulty as the game goes.  
3. it would be more helpful if powerups can be stored instead of using them instantly.  
  
pet cat to get health is a great idea!

Jiayi Zhang, Nov 20 at 4:24pm

Hi Team 12,  
  
I've seen many additions compared to the previous milestone, which is great! Having the final boss also adds a sense of achievement, which I think is fantastic.  
  
However, I have a few observations and suggestions:  
  
1. The player seems to take damage too easily. I suggest adding features like a dash or a short sprint to escape from large enemy crowds. When the crowd is large, it's challenging to escape by just walking. Ultimately, the decision is up to the entire team.  
  
2. I think the bullet projectiles are overpowered. Sometimes, there's a flock of them following me, and I don’t think I can clear them all out in time before taking damage. It might just be my skill level, but one thing I could suggest is changing their path or direction after some time instead of just following until they get destroyed or hit the player.  
  
Overall, there’s been great progress, and it's exciting to see that. I noticed a few bugs, like the player moving in a random direction without user action after tabbing out and back in, but these are fixable. Good luck to your team for the upcoming milestone!  
  
Yan Naing

Yan Naing Win, Nov 20 at 7:20pm

The visuals on the game is great. The animations are some of the smoothest that I've seen. The only critique I have is I was using the mouse pad for directional attacks which was a bit difficult to pull off. Perhaps if a separate separate mouse was used instead, it would work more smoothly. Other than that, the progression to other levels is a nice touch and I'm looking forward to the final release.

Carlo Villaceran, Nov 20 at 8:36pm