

Dreamwalker – Build v0.1.5-alpha [patched]
Playtest report 03
//FD

Testing rig

CPU - Intel Core i5-6600 CPU @3.30GHz

MBO - Gigabyte H110M-S2H-CF

RAM - Kingston HyperX FURY 2x8 GB DDR4 2133 MHz (KHX2133C14D4/8G)

GPU - Sapphire AMD Radeon RX 6750 XT PULSE 12 GB

SSD0 - Samsung SSD MZ-76Q2T0 860 QVO 2 TB

SSD1 - Samsung SSD MZ-76Q2T0 860 QVO 2 TB

Epic graphics preset @1080p fullscreen

Hub / General

- Incorrect game icon. Should be the same as our Discord server icon instead.
- Title screen is silent. BGM "**bgm_fd_title.ogg**" not playing.
- Incorrect BGM. "**bgm_fd_hub.ogg**" should play there instead.
- Current Hub audio not looping.
- Dreamwalker dialogue bust sprite needs to be replaced.
- Dialogue font swaps back to the default font upon being highlighted in dialogue choices.
- Saving and loading from the pause menu behaves strangely. I saved in the Corrupted Forest and when I loaded, the game spawned me in the desert instead. When I reentered the forest through the Hub, however, it loaded the correct save point.

Paper Desert

- Intro "Monochrome Wilderness" text is too big.
- Voorhil still follows you around soon after talking to him up to the same point from the last version.
- The Dreamer is addressed to as [REDACTED] by other NPCs.
- **If you clip through the ground around the Walled Ruins, the player spawns inside the walled area regardless of whether they've entered town for the first time or not, thus breaking the questline.**
- **Collision bugs throughout the desert, including within and around the Walled Ruins.**

Investigate ASAP.

- Some NPCs look like they're floating above ground. Slight repositioning needed.
- One of the floating moving platforms in the Walled Ruins clips through one of the towers. [see screen01]
- **Unable to complete the Walled Ruins area due to the bugged ground.**
- Exiting and reentering the desert from the Hub causes the world to behave strangely—glitching NPC sprites, ground clipping, player almost exclusively spawning in the Walled Ruins. Not sure if it depends on my save data, but that's what I got in my playthrough.

Corrupted Forest

- "Complete Dream Initiation" quest completes by talking to the Dreamer. It should complete by walking out of the tutorial area instead, then immediately followed by the "Dreamer on the Docks" quest.
- I suggest replacing the "Nevermind" dialogue text to "Stay here." in the Dreamer dialogue.
- The Fisherman dialogue is still pretty rough. Highly suggest reviewing it since he acts as the world guide.
- Difficult to interact with other NPCs while the Dreamer is following you. Also creates some awkward moments when interacting with ladders.
- Either a glowing aura or a bright outline might help better locating each memory shard.
- Uuh... new ferns? [see screen02]
- Maintenance worker reacts with the same dialogue when you exit through the other side of the maintenance area after activating the green spore pipeline in town. Something simple like "Huh?! How did you get here? SCRAM!" might help keeping some continuity because I'm sure that some players will want to check if they've missed any new dialogue.
- Completing the memory shard quest doesn't do anything (yet). The Dreamer character currently doesn't have much personality besides saying "OK".

Techno Reverie

- Area in construction. Nothing new to report.

Overall Impressions

- Some marked improvements all-around. New logo looks really nice, mouse sensitivity works as intended, credits are live, and some quests do mark as complete after fulfilling them. Gamepad controls feel serviceable, though the right stick-controlled camera feels too reactive and some players might find holding the left stick to sprint for prolonged periods of time cumbersome.
- I think that ensuring the player can complete each questline without encountering any game-breaking bug should be the top priority right now. Right now the Paper Desert is unwinnable due to the aforementioned collision bugs and the Forest doesn't progress past collecting the shards.
- I should also mention that the game is starting to establish its own identity as an atmosphere-filled experience, which I think is really important. Even as rough-around-the-edges as it currently is, I think that its overall vibe immediately transpires as soon as you enter the first dream world.