M3 Comments – Team 08 - All-In

Noel Illing; Jasraj Johal; Andy Lee; John Man; Sunny Nie

This is a very solid game. I especially liked the shop and the upgrades. No bugs were found and the combat system works as is. One recommendation is to add more ways to attack. The dash was well implemented. Overall great job! Excited to see Milestone 4! :) Great job

Kevin Poon, Nov 20 at 3:22pm

Great work! I liked the theme of your game a lot, as well as the auto-shoot mechanic (no spam clicking necessary!) One thing I would suggest is to maybe vary the enemy type from floor to floor a bit more often. When I was playtesting, I ended up doing 3-4 floors of just spade enemies. I'd also consider adding a indicator or animation for when the player is dashing. Other than that, your game looks great!

Kelcy Wang, Nov 20 at 4:26pm

The game is really smooth and responsive. It feels really good to play. I also like the UI, it makes the game feel very professional. I think that the game needs a bit more content. Maybe more enemy types, and different attacks. Currently it just feels like I'm shooting bullets into a swarm of grunts, running in a circle trying to clear all of them. A suggestion would be to add ranged enemies, and maybe implement smarter AI so that enemies might coordinate when attacking the player. At the moment, I can run in a circle and clear the maps while taking minimal damage. I think this game has a lot of potential, and you guys nailed the technical aspects. I think that for M4, you should mainly focus on adding more content.

Jakob Khalil, Nov 20 at 4:45pm

Hey! I had a great time playtesting your game! The auto-shooting feature is a nice touch, especially with the variety of bullets having unique mechanics like piercing. I also really enjoyed the upgrading mechanic after boss fights, it adds a satisfying layer of progression. The procedurally generated room design was clever, with the inner ring as an obstacle and the outer ring as the playable area. The swarm behavior for the enemies felt challenging but fair, and the boss that spawn’s mobs whenever it jumps was a standout feature.  
For improvements, you could add more randomness to the level design, like smaller "rocks" or obstacles that the player could use to kite enemies. Adding some kind of feedback when bullets land on enemies would also help make combat feel more impactful. As for bugs, I noticed the issue where an entity can disappear from the screen but still be alive, which blocks progress to the next level, though I know your team is already aware of that one. Great job overall!

Siddh Patel, Nov 20 at 6:36pm

Hi,  
  
Your game felt fairly solid and general gameplay mechanics felt complete. I also enjoyed the concept and aesthetic. Some things that could be worked on:  
  
- I ran into the softlock bug where the enemy disappears and you can't progress  
- Maybe the dash could cover more distance  
- Maybe more enemy variety  
  
Overall, good job and good luck

Caeleb Koharjo, Nov 20 at 9:06pm

Hey Team 8, the game is looking great so far! I didn't find any bugs so no comments on that. I really like the way you have the spades moving together. I would suggest adding the other suits and making them have different behaviors. Perhaps the diamond could have a charge effect so they charge towards you every so often. And maybe the clubs could knock you back. I liked that the boss was   
spawning more spades. Overall great game it was really fun to play. Good luck on your final milestone!

Anthony Hayek, Nov 20 at 10:33pm