Project Wisp - Testing Round 1

This survey is intended as a simple way to offer feedback quickly. If you desire to share additional information, data, or files, do not hesitate to email them to me directly.
NOTE: Please be as honest as possible when answering the questions - your feedback is only helpful if it is sincere and constructive.

How intuitive are the controls? *

	1	2	3	4	5	
Not at all	○	○	○	●	○	Perfect / wouldn't change them

Which of the following best describe your opinion on the combat system? *

🔘 Love the way it plays!

◯ I like it, but there's something missing...

◯ It works alright

◯ I could see it working somehow, but not like this

◯ Hate it

Can you elaborate on your answer to the previous question? *

The system provided a surprising amount of strategic depth despite the mechanics being so simple. I felt like each action available to me had important roles to play. I often would shoot an enemy and then run in to melee them. However, if I was being mobbed by a lot of enemies, the poison bottle and the projectile became the ideal way to fight. The friendly fire and mid-air projectile collisions also add a unique and fun element to the gameplay. I actually found my best strategy for the final room was to just run in circles around the enemies and wait for them to kill each other, which is both funny and enjoyable. I did feel like I was often having to sort of cheese my melee attacks if I wanted to avoid taking a ton of damage. Overall, the melee felt like high risk without much higher reward. I felt it was ideal to use your ranged attacks as as much as possible.

The stopping mechanic is fun and inventive. It gives the player a good balance of action and strategy gameplay without feeling clunky or awkward. The out-of-action behavior where time doesn't stop didn't seem to add much to the experience. However, I can see the potential for such a mechanic in a larger scale game or with more advanced AI.

The ability to create rooms with layered encounters (like the last room) is exciting. Being blocked out from an exit forces you into action and strategizing on how to work within the constraints of the room.

Which of the following terms would you attribute to the gameplay? *

- ☑ Fluid
- ☐ Clunky
- ☐ Nonintuitive
- ☑ Fun
- ☐ Boring
- ☐ Too slow
- ☐ Too fast
- ☐ Confusing
- ☑ Stressful
- ☐ Relaxing
- ☑ Challenging
- ☑ Unique

Is the "Time-Stop" mechanic fun or intrusive? (Additional comments welcome) *

I thought it was fun, but the out-of-combat fluid motion didn't really feel used. I elaborated on this in the earlier response.

Would you make any changes to the pathfinding? *

I think adding some mob pathfinding would be interesting. Like when there are several enemies, they won't necessarily go straight for the shortest path. They would work together to try and flank the player or trap them into a corner or something. However, this is both pathfinding mixed with more advanced AI strategies. Overall, the pathfinding worked fine.

How buggy would you say the combat is at this stage? *

	1	2	3	4	5	
Didn't notice any bugs	◉	○	○	○	○	Pest control needs to tent my PC

If bugs were found, can you describe the major ones? (If you have a list of bugs found, feel free to email it to me instead and just mention you did so here.) *

Didn't spot any.

If you could change or add a feature, what would it be?

I would probably try to change the melee combat between player and enemy so that it feels less coin-flip. Currently, going in for a melee attack is sort of russian roulette with whether you're going to take a bunch of damage or not. As mentioned earlier, there are ways you can kind of cheese the enemies to get hits off without them attacking, but I felt like I was cheating by doing that.

Additional comments?

Good work! Awesome graphics too.

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Not at all	○	○	○	●	○	Perfect / wouldn't change them

Which of the following best describe your opinion on the combat system? *

○ Love the way it plays!

● I like it, but there's something missing...

○ It works alright

○ I could see it working somehow, but not like this

○ Hate it

Can you elaborate on your answer to the previous question? *

Would be great if you could control the directionality of your attack

Which of the following terms would you attribute to the gameplay? *

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- ☑ Relaxing
- ☑ Challenging
- ☑ Unique

Is the "Time-Stop" mechanic fun or intrusive? (Additional comments welcome) *

I think it's a cool idea and found it fun/less stressful

Would you make any changes to the pathfinding? *

Seemed fine to me

How buggy would you say the combat is at this stage? *

	1	2	3	4	5	
Didn't notice any bugs	○	○	◉	○	○	Pest control needs to tent my PC

If bugs were found, can you describe the major ones? (If you have a list of bugs found, feel free to email it to me instead and just mention you did so here.) *

Noticed that when you used the ranged attack (with shift), you often get hurt even when no enemy is next to you.

If you could change or add a feature, what would it be?

For the demo: Just the ability to change the direction in which your attack is focused. I'm sure you have tons of great ideas for features to implement in the future.

Additional comments?

I think this is a solid demo! Well done! Enjoyed the atmosphere and the music

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○ Love the way it plays!

○ I like it, but there's something missing...

◉ It works alright

○ I could see it working somehow, but not like this

○ Hate it

Can you elaborate on your answer to the previous question? *

Its hard to tell how close the enemies can be to hit you, and the ranged ones seem unrelenting, kiting them around seems like the strategy but at the same time kind of boring

Which of the following terms would you attribute to the gameplay? *

☑ Fluid

☐ Clunky

☐ Nonintuitive

☐ Fun

☐ Boring

☐ Too slow

☐ Too fast

☐ Confusing

☐ Stressful

☐ Relaxing

☑ Challenging

☐ Unique

Is the "Time-Stop" mechanic fun or intrusive? (Additional comments welcome) *

i would lean more towards fun, but not like all the way. I can see how the mechanic could be useful to plan your attack, but so far it seems like running and waiting for the cool downs is the best strategy

Would you make any changes to the pathfinding? *

seems fine to me, they chase you

How buggy would you say the combat is at this stage? *

	1	2	3	4	5	
Didn't notice any bugs	◉	○	○	○	○	Pest control needs to tent my PC

If bugs were found, can you describe the major ones? (If you have a list of bugs found, feel free to email it to me instead and just mention you did so here.) *

Didn't find any

If you could change or add a feature, what would it be?

Enemy health bars, would take the guess work out of some encounters

Additional comments?

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○ It works alright

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○ Hate it

Can you elaborate on your answer to the previous question? *

Using projectiles and poison in a coordinated way with the time mechanic was satisfying. On the other hand, melee combat has bigger issues. First, using the same colliders for the level geometry as for weapon-character collision lead attacks not connecting when you might expect them to (upper half of body). There also seems to be the slightest delay between mouse click and the attack visual on the screen. It also seems awkward when enemies come into contact with the player and push him around but don't cause damage. It was never clear what caused an enemy to initiate a melee attack.

Which of the following terms would you attribute to the gameplay? *

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☑ Unique

Is the "Time-Stop" mechanic fun or intrusive? (Additional comments welcome) *

I think it's a welcome addition to a game of this genre. 2 other games that came to mind immediately were Crypt of the Necrodancer and Braid (world 4).

Would you make any changes to the pathfinding? *

Yes, I would add in some flocking-like behavior such that A-Star gives a greater cost to paths near other enemies.

How buggy would you say the combat is at this stage? *

	1	2	3	4	5	
Didn't notice any bugs	◉	○	○	○	○	Pest control needs to tent my PC

If bugs were found, can you describe the major ones? (If you have a list of bugs found, feel free to email it to me instead and just mention you did so here.) *

Nothing new.

If you could change or add a feature, what would it be?

I would lean much more heavily on the projectile and poison for attack or rework the melee system.

Suggestion - poison could be made to shrink to 0 over time rather than disappear to better indicate its duration. I would recommend using a non-linear function to accomplish this such that it shrinks slowly and first and then more rapidly goes to 0... or use whatever you find matches the aesthetic.

Also, I think it would be cool if the screen blended to black and white (or some screen effect) when time was stopped and then blend back when time moves. I think you'd get a lot of bang for your buck here.

Additional comments?

There's a lot of room for improvement in visually communicating core game mechanics to the player. Some of these are polish items whereas other I think go beyond mere aesthetics.
- For poison, perhaps show some sort of radial indicator while Ctrl is held down.
- For UI, add some cooldown indicators or progress bars to better gauge the clock.
- Health pickups could have a +1 or +4 over them to make it more clear.
- The character could change color or visually change in some other way to give an indicator of damage.
- Change the color or look of the enemy eyes once they have spotted you
- Nitpick -> the doors look like they afford entering when they don't.
- Add some particles or make it more juicy in other ways (See the talk "Juice it or lose it" on YouTube).
- Update to Unity 2019.3.15 :)

Overall, there is some fun to be found here. I enjoyed figuring out how to beat it.

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