M3 Comments – Team 16 – Entrapped

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I really enjoy the plot that you have created for the game. I do think it needs some rebalance, as it makes more sense to tank through enemies than to fight it, as bullets barely do any damage. It might take 10 bullets to kill one enemy while 1 heart to tank through, and since both ammo boxes and health packs give 10, its more optimal to heal than to refill ammo. But I do like the premise of the game! Good job!

Gwendolyn Kornak, Nov 20 at 3:15pm

The game plays good and looked to be pretty bug free.  
  
One aspect I think you guys can improve on is making the maps more interactive. I think it would be cool to be able to pick up bombs or something similar from a chest to break walls and unlock new pathways. Another area to consider is introducing more weapons for different playstyles and possibly a boss enemy to create a larger objective.  
  
Overall, I really like where this game can go and hope to see it again for Milestone 4!

Jasraj Johal, Nov 20 at 3:35pm

The game was smooth and the overall idea is great as well. Two things that pinched me: maybe you should look into adding hover boxes with information about the consumables and the powerups, and second, the gun rotating separately from the sprite, especially when the gun ends up pointing into the player when we intend to shoot behind them is a little weird. Maybe flip the sprite if the gun needs to aim behind?

Aayush Behl, Nov 20 at 3:47pm

Bug: sometimes the screen stutters when you sprint.  
Also there's a weird visual effect where it appears the character is pointing the gun at itself. Not strictly a bug, but you could consider reflecting the character when aiming backwards.  
Suggestion: make the maze exit point a different color. Right now it's too camouflaged with the rest of the map.  
  
What I like: the visual visibility light cone shader effect. Maybe you can consider making the visible area even darker sometimes to make it even more disorienting for the player during certain segments of the game?

Brian Chu, Nov 20 at 4:01pm

Overall, the game was fun and engaging, with a good level of technicality and clear objectives for the player to achieve. However, I have a suggestion to enhance the game's aesthetics to make it more appealing. For instance, currently, only the player's weapon rotates with the mouse, but not the player character itself. It might improve the gameplay experience if the player character at least face the direction of the mouse.

Samuel Yiu, Nov 20 at 4:38pm

What I liked: The inventory system and reloadability are done very well. The general gameplay feels very smooth! The idea of incorporating stories as audio tapes are engaging and also do not affect the gameplay.  
  
What I did not like: There is a lack of enemy variants. Currently with just one type of enemy, it’s quite easy for the gameplay loop to feel boring. The game is also a bit too easy, given that experience points gained from killing enemies can be easily turned into more max health and ammo capacity, it is quite easy for someone to defeat all the enemies without much of a hassle.  
  
Suggestions: Having a boss, or having some minions with more powerful attacks such as ranged attacks can make the gameplay a bit more challenging. Balancing the game so it isn’t too easy to beat is also a good idea. Perhaps add an end goal of the game so when the player defeats the last enemy or get to the final destination, some special events such as a cutscene triggers and ends the game.  
  
Bugs: I’m not sure if this is a bug, but I do keep noticing that the weapon can be on the wrong side of the player. I think this is because the player only flips direction based on the movement inputs, so if I were moving right and using mouse to point to the left to shoot, the gun looks as if it is shooting myself. Hopefully you can make the weapon point towards wherever its shooting at without looking like it’s shooting the player.

William Zhou, Nov 20 at 8:39pm

I’m sure this is already on your list but the starting menu could use a background image and nicer font  
Moving the ammo, health, and experience interface text to the bottom of the screen as bars would really clean up the UI  
Adding the progressing is great and looks like works well with the roguelike system  
I like the subtle system and the way it displays, a different font could be more appropriate for the UI though

Liam Buchan, Nov 20 at 9:02pm

I like the overall progress of the game. I like the different "profession" aspects. The audio storytelling is great and provides an immersive experience. The collision handling and pathfinding are well done! One suggestion I might have is to restrict the progress across levels until some metric or threshold is met - this could be finding a key audio tape or defeating some set enemies, as currently, it might be possible to find the best path and reach the end too quickly. Additionally, in later levels, you might want to consider the enemies doing more damage through attacking or regular collision as the player stats might increase too high - making the runs much easier than initially set.

Avi Sharma, Nov 20 at 10:59pm