M3 Comments – Team 05

Sally An, Raizen Banzon, Diana Dou, Anthony Hayek, Kurtis Ho, Ayden Kinchla

Very fun game with avery exciting movement mechanics. Some suggestions would be faster projectile speed,ui for ammo count, faster reloading for the secondary weapon,hp drops instead of hp resetting at each room. Very fun game overall great work!

Cengiz Kuscu, Nov 20 at 3:34pm

Great work on the game! The input responsiveness feels solid, and the defined levels are well-constructed, with stable FPS making the gameplay smooth. A small suggestion would be to refine the menu and UI—adding more detail could really elevate the overall experience.  
  
Also, slightly increasing the player movement speed might enhance the pacing of the gameplay. Beyond that, the mechanics like double jump, wall jump, and using bullets to gain momentum in the opposite direction are super creative and well-implemented. The animations are solid too! Overall, it’s a stable game, and I didn’t encounter any bugs. Great job!

Armaan Sawhney, Nov 20 at 3:42pm

Looks good! Maybe consider adding some kind of indicator for the exit rather than it being an empty hallway. Maybe you could also make enemies push the player away when they come in contact, as is, once the player is out of ammo and touches the enemy, theres not many options for the player. The grenade launcher's timing was also hard to calculate, the high reload time also made it difficult to get use to. Maybe consider giving the player the option to detonate the grenade early.

John Man, Nov 20 at 4:01pm

Very nice game! The gameplay is pretty good. I think there are somethings you can improve about the game. Sometimes I can glitch myself through the walls and get launched across the map. The keybinding for reloading is right click which is fine, but having r key as reloading the level makes it very easy for people accustomed to fps games to misclick it and lose progress. It would be nice if there is some visual indication of the amount of bullets you have left, because its a bit hard to see in the title screen.

Shuang Qiu, Nov 20 at 4:10pm

Things I enjoyed about your game  
- I like the new weapon type  
- I like the new boss enemy  
- Concept of the game is really cool. I like the jumping physics and the art.  
  
Possible Improvements  
- Add a variety of consumables to improve re-playability and discoverability aspect of game   
- Add HUD for more detailed information about your ammo and health

Noel Illing, Nov 20 at 4:10pm

Definitely change R's keybinding since a lot of people were thinking that was reload. I like the premise, I like the art, I like the controls, I really like the movement method, but moving with the keys is so slow it's almost useless, I think a better balance could be struck there. I think you could consider having momentum, like right now if you're speeding to the right and you press A your motion instantly stops. I think the reload interface could be improved too, if you have a way to show how many bullets are loaded, I didn't notice it, and that would definitely influence my strategy while playing. I also found that I barely had to fight any enemies to get to the boss, which makes me wonder at the length of non-repetitive gameplay you have, so maybe make killing enemies more required to progress.

Matt Skelton, Nov 20 at 4:16pm

I found the graphics and stage map nicely animated. I liked how you guys had wall jump, and recoil in your movement system. Two suggestions I had was having a faster reload time and having more platforms when there's a drop. In level 3, you couldn't go anywhere and there was nothing you could do after dropping the bottom. Since there's a long reload time, it was pretty impossible to kill the boss on top of the large number of enemies. But at the same time, this made the game very challenging and I was very motivated to beat the game!

Kelly Wong, Nov 20 at 4:52pm

The cat design in your game is adorable, and the overall game gives off a very cozy and heartwarming vibe. I really love your art style—it’s very well done! The level design is appropriately challenging, and the boss fight isn’t overly difficult, which makes the game enjoyable and accessible. I’m excited to see the future levels you create and how the story and gameplay develop further. Keep up the great work!

Junkai Ding, Nov 20 at 8:05pm

Loved your game! Really cool idea and executed well.  
In terms of suggestions for the game:  
1. I noticed a minor bug (game freezes for a second before restarting upon player death).   
2. Some features such as rolling to parry bullets and wall jumping are not explicitly mentioned in the game.   
3. I think it would be really interesting to see other enemy types (apart from just the regular ones and the boss).   
4. I felt that I had to reload very often in order to move around. I was thinking that it may be interesting to let the cat continue to fire blanks even after the bullets run out. These blanks can help them move around the same but won't damage enemies XD

Tarun Narayan, Nov 20 at 9:40pm