

Playtesting

Playtester survey: <https://www.surveymonkey.com/r/NG9D2KV>

Information gathered from playtesting: In general, my game is unplayable due to bugs. Gameplay/other overall change suggestions will be collected once major bugs have been fixed.

Bug/Change List (Gathered from playtesting):

To Do:

- Make interactable objects more obvious
- Prevent player from leaving clifftop without spear (Add an enemy to block path)
- Change attack to a key rather than mouse (which key?)
- Fish stopped jumping
- Checkpoint near swamp log breaks controls upon respawn (might be caused by mud death, might be caused by checkpoint itself)

DONE:

- Added Right Shift, S as inputs for sprinting, jumping down
- Changed attack key to Q (change back to mouse click; attack key doesn't make sense)
- Fixed gravity behavior on swamp water
- 1st enemy doesn't return to home position when player exits trigger area
- Spear didn't kill 2nd enemy
- Fixed rock-pushed-into-wall glitch (rock snaps into place and unparents from player (may also need to turn off interactability))
- Make jumping more forgiving (increased jump height by 0.1)
- Enemy behavior overhaul:
 - separated enemy health and enemy knockback into separate scripts
 - added enemy flip script, which affects object orientation and direction of knockback from player weapon
 - separated enemy patrol and follow behavior into separate scripts, placed follow script on child trigger of enemy
- Started layer configuration

Bug/Change List (Gathered from presentation in class):

To Do:

- playtest whole level and fix bugs
- player health
- player health display
- fix jumping while in ChangeSpeed zone w/vertical controls

- maybe make climbing while on ground a key press activation (with visual cue or some indication that vines and trees can be climbed)
- will that make jumping into a tree too difficult?
- could work like ori's wall jump/climb mechanic

- add doublejump powerup collected in swamp
- add visual cues for all puzzles
- add visual cues for checkpoints (buddha statue, special stone?)
- convert HUD to visual cues

- add small enemies to temple (fish)
- add small enemies to jungle (birds, monkeys)
- add small enemies to swamp (fish, frogs)

DONE:

- Fixed navmesh reset
- Fixed breathmeter (coroutine can only be started if coroutine is not already running)
- moved breathmeter to a trigger on player head, made independent from changespeed
- Added swimming and sprinting to first area
- Added berry bush to cave entrance to draw player's attention to the cave
- added basic camera move script
- added player flip
- added player spear lerp ("animation")
- added combat to first area (lmb to attack)
- added enemyhealth and enemyhealth display
- added enemy knockback lerp

Wishlist:

- dialogue boxes (more like thought bubbles)
- camera follow with lerp
- enemy movement behavior (birds fly, frogs jump, etc)
- add camera moves
- add bird boss to tree
- add fish/serpent boss to temple
- hidden collectibles
- add 4th area where bosses return (either good or bad)
 - bosses help player get past alligator?