Prototype Feedback #1

The player was instructed on the controls and the goal to find the 3 collectables. I will list some of the feedback given below and possible ways to fix it. The recommended changes were in some cases volunteered by the player and in other cases, were my own ideas.

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| Feedback | Recommended Change | Implemented Change |
| Felt far away for the second camera angle | Move camera 2 closer | Moved camera 2 closer |
| "I pressed jump and it didn't jump" | Create a buffer of 5-10 frames where if the player was on the ground within that many frames, they can still jump. This can be easily done if they hit jump too late. Perhaps, if they hit jump too early (ie, *before* hitting the ground), the jump command can be stored and then executed once they hit the ground. | Created a 6 frame buffer as described! Frame amount can easily be modified if desired. Feels much easier to jump after jumping, and you can jump a little late off of ledges. |
| "I didn't perceive the jump" The player didn't realize they had to jump to get onto the pencil bridge. | Either change the camera angle to make it easier to see that you have to jump, or make it so you don't have to jump there. Or both. | Changed camera angle and made it so you don't have to jump. |
| The camera should be closer for this part (The red button) | Move the camera closer as the player approaches the red button. |  |
| The joystick is too sensitive, he turns too suddenly | This feeling could be caused by the limitation of only 8 directions of movement. The solutions are:   * Adjust all camera angles so that movement goals are always along one of the 8 axes (Too much limitation) * Use a controller that detects more direction (Recommended)   The player could also be noticing a lack of momentum as the player can turn on a dime without delay. A delay / or slow acceleration of movement could be implemented when moving in the opposite direction from the current direction. | After about an hour of work, I was able to get a different controller with many degrees of freedom to work with the game. When the player tried the game again, they were delighted and said "this feels so much better!" |
| "Is that his health?", regarding the Alligorithm. However, it was the player's health. | Add a small healthbar below the enemy |  |
| "You should add health pickups" | Create items that restore health when touched by the player. Maybe enemies can drop these items when killed. |  |
| "It's weird that you can walk through these", regarding the pencils tips that were still visible under the prison. | Either add colliders so that you can't walk through them, or make them move out of the way so it isn't noticed. |  |

Summary: The player did not have trouble figuring out what they had to do. The main issues seemed to be the cameras being too far away, and the controls being imprecise.