

Final Playtests

Comments

- Retry button is out of order
- Sound for vase works
- Wondering what key is supposed to do
- Sound for when it's empty?
- Key following is weird

Suggestions

- Sound/warning for the gun
- Variation for the gun would be useful
- Key should be stuck on you
- Vases should all break or none break
- Want potatoes to avoid each other
 - Could make them collide with each other
- Storage input needs to be a bit more obvious
 - Label it spare bullets and having an image
- Locks on gate

More Notes:

- <https://docs.google.com/spreadsheets/d/1SFVLQDOHVtc9s-51XINdX7j2FVNiypJtLiKr1KRMtbE/edit?usp=sharing>

For the last set of changes before the final deadline, we will be focusing on fixing the bugs that hinder players from progressing through the game, mainly the door causing the player to be stuck at the boss room. Likewise, we will try and fix the interactions with the potatoes colliding on one another, but may not be successful as the collision is a part of the A* pathfinding mechanism.

For future extensions, we hope to be able to implement more enemy types, more level design and exploration, different ammo types depending on the different enemy drops, and possibly more player mechanics like a dash and roll.