WILLIAM

I’m sorry to say that you have a list of things that really get in the way of your narrative both making sense, and also flowing smoothly enough. No individual task below is actually hard or that time consuming, so please don’t take the length of the list to be scary, it’s just me being clear and offering tips, etc.

The following things are issues:

* **Need to clear old text off the text panel.**
  + It’s super jarring trying to follow the narrative when you get the last line again before new lines.
  + I’d suggest you flush in a blank text / clear the text when you CLOSE the panel. This way it will definitely be empty when it comes back if you do not fix the issue
* **You need to lead the player more at the start**
  + Very simply, only trial and error made me go into the little room with the guy… who looks like EVERY other guy (that needs to change). Then dialogue starts.
  + How about instead of this talk of a folder (that is not in the game?!), just direct the player to come to the room at the end of the office to help the newbie, and START the player facing that way!
* **Explain the glasses and the goal better! Let’s rethink your opening.**
  + So, I will say that the transition to seeing the mines and stuff was NOT okay. For me, I had a newbie bitch about the job, and then I mention a mess (that is not there), and the conversation dies until I go to leave… Then mines appear. This is before ANY talk of mines, or glasses and being able to see them, or anything. Very simply:
    - Things happen out of order. It needs to be fixed.
    - Suggest you make the player shut the door and HELP THE NEWBIE BY PUTTING SOME THINGS ON THE GROUND ON TO SHELVES. This is easy to do, and detect. It will also ensure the player can manipulate objects BEFORE they encounter mines!
    - Make the crash / etc happen while the door is closed. Player learns about glasses and puts them on.
    - Open the door, can see the mines now there.
* **Mines don’t go boom.**
  + This is actually a big deal because you have a narrative that revolves around you detonating mines to clear a path for people. It is VERY important the player gets that they got the mine.
  + As it stands, I had definite visual glitches with mines seeming to disappear.
  + What you need is to trigger:
    - A particle effect / explosion just as the object is killed.
    - A sound effect just as the object is killed.
* **Can carry a brief case into mines and be safe?**
  + Not kidding – I grabbed a briefcase and ran through the level with it in front of me, and it detonated all the mines…
  + So there are two things you can do about that.
    - 1 – Have that be a clever way to cover the blast. Actually recognise it, and show text about it, etc. Maybe our hero can survive a blast using a case as a shield? Item could be tagged as a case, and that could be a property you use to detect this in code.
    - 2 – Fix the bug by killing the player if they are still holding the object when it detonates a mine. This is better… At the very least, make the mine blow up the briefcase too, so you can’t steamroll it all so easy.
* **Make people different colours – Just apply different materials!**
  + Just so we can somehow tell them apart!
* **The Menu does not work when you die.**
  + The mouse is not active / in the foreground to select things. And even when I highlighted a button (saw it change), clicking did not work.
  + Note – You do not NEED a menu. It is optional… But I would not leave it in broken.
* **OPTIONAL – Strongly suggest you make objects die when they blow up a mine.**
  + This will make the player actually look for objects. I used the same object over and over.
  + This is an EASY fix, and will make your game WAY better.
* **OPTIONAL – Show an image on the text panel that matches the speaker.**
  + Won’t make you do this, but it would make your dialogue delivery WAY stronger, making it clearer who is speaking.

After addressing the above – PLAY THE GAME and be critical specifically on things makings sense in terms of what is being seen, and what is being said, as THAT is the simplest way to summarise what all the above fixes are about.   
  
Talk to me about when you think you can have these fixes done by – It can be more than a week, etc.