Logos

Forward

Hey!

This game is an awesome idea and I like the direction it is going.
I look forward to seeing how it progresses in the future.

However, I'm not going to sugarcoat it.
The game still needs quite a bit of work before it can be accepted by public audiences.
I will provide feedback in the following sections.

Reach out to others at the CGDC to get their feedback and opinions.
That way you have a wide range of advice to look at.

Remember that all of this feedback is my opinion.
Others may have differing opinions, so take what I've written here with a grain of salt.

Feedback

Application Start:
1. If available, you should include a splash screen with your name or company logo after the unity splash appears.

Main Menu
1. Logo / Title
   a. The logo and title are very good. The design is on point.
2. Navigation Options
   a. The navigation options need some work. Most modern video games have moved away from the simulated buttons.
   b. Many of the new games use flat design buttons or text with highlight animations.
3. Layout
   a. I will need to think further on this
4. Music
   a. The music was quite pleasing
5. Background Animation
   a. I do not have feedback to give on this yet
6. Idle Gameplay Loop

      a. I'm personally not a big fan of running a gameplay loop after the player has been idle for a certain amount of time.
      b. I enjoy when the game dims the scene and/or turns down the music.

Level Select
1. Level Select looks good.

General Gameplay
1. Movement
    a. Turning
      i. Turning is on point. It feels smooth and doesn't affect the camera.
    b. Forward Locomotion
      i. Forward movement feels clunky and slow.
      ii. Might just want to crank the movement speed up a little bit.
      iii. The response time is also half a second off after pressing the movement buttons.
    c. Jumping
      i. The jump needs to follow the character's momentum.
2. Combat
    a. Bow
      i. The bow needs quite a bit of work.
      ii. Aiming
          1. The character model gets in the way of aiming.
          2. A possible fix is having the camera lerp slightly to the left or right so the player can see over the character's shoulder.
      iii. Camera
          1. The camera should move behind the character when the player tries to draw/fire the bow.

Pause Menu

Tutorial
1. I like the direction that the tutorial is taking, but there are too many mechanics involved that are not at the core of the game. Players will expect mechanics that fit with what is presented on the main menu.
2. The quick time events were hard to deal with due to the time bar draining without feedback showing that the player was pressing the button enough.
    a. Maybe have a gauge/meter that fills when the user starts pressing the button.
3. I could not progress past the DNA section. It was quite hard to hit the orbs.

Noe (Level 1)
1. Level Start

        a. I like that the player is greeted by dialogue from an npc. This gives you an opportunity to instruct the player on their current objective and give them a direction.

2. Performance Issue
        a. There was a performance issue near the level's starting area. I would drop frames any time I would look at a man standing upon a platform. I'm not sure if it's the man or if there are props in the area that are causing performance issues.

3. LOD
        a. I found that many of the props and terrain would change resolution models while still in view / focus.

4. Fire
        a. The particle effects for the fires look good. A possible improvement would be to lower the frequency of spark effects around the base.

5. Environment
        a. The level needs more grass.
        b. Try finding free rock and shrub assets on the unity store.

6. Level Design
        a. Points-of-Interest
            i. There needs to be more points of interest for the player to move towards. This will keep their interest and create a flow of progression.

Summary

I love the idea of the game and believe that it's worthwhile to pursue. So keep on developing and changing the game!

I'm sorry that I have not spent more time reviewing the game. But these are just the key points that stood out to me from the 1 - 2 hours I spent playing.

Also, keep reaching out for more and more feedback. The more feedback you receive, the better your game will become in the end. Never turn away feedback no matter how bad it is or makes you feel. I used to get angry at feedback because I felt like it was a personal attack. But it's very important to push past the anger, disappointment, etc… and view the opinions and thoughts of your reviewers with a clear mind.

Thank you for letting me play your game!
I look forward to seeing the progress you've made at next year's CGDC!

Joe (aka SoulEternum)