

# Feedback for “K.I.A Demo”

By goony124

## Things I like:

- I really like how the mission can be done really quickly. It is nice to play a stealth game where the level isn't too long compared to other stealth games where you have to be very strategic and the levels take long to complete. I just bunnyhop and headshot everyone and it's pretty fun, lol.
- The silencer mechanic is interesting and unique. I can see it is designed to prevent players from using too much ammo or if they want to go loud they lose the stealth of silenced guns ( even though the current AI doesn't react too much to the sound ). Personally I also found it hilarious when the silencer flies off the machine gun for some reason. However, maybe the number of shots before destroying it should be increased.
- The UI gives you a lot of information like showing enemies on the minimap, whether enemies are alerted, indicators on visibility from enemies, objectives you have to do and also objective markers. I also like that the dialogue over the radio can hint to stuff as well. Also the hints in the loading screen are a good addition.
- I really like the ragdolling of the enemies with the grenades and the one-shot headshots are also satisfying. Plus, the takedown mechanic is also pretty cool.

## Suggestions and improvements:

- The AI needs to be made better as they are simultaneously stupid but then can be very deadly and accurate when aggro-ed. For example I can waltz past them, take potshots at them and even if I do hit them they might not aggro. It will also be nice to have the AI have voice-lines for what they are doing, if they spotted you and also smalltalk for atmosphere. Plus, I would like to see more enemy types and also maybe hazards for the environment like explosive mines.
- The game should have more difficulty or maybe should have harder difficulty settings where the enemies are more aware.
- Though the one-shot headshots feel good, the guns can be pretty inaccurate. After a few shots (most noticeable on the assault rifle) the cone of fire becomes way too big and you have to more or less stand still to get decent accuracy. Also with the grenades I think you should be able to cook them.
- The aiming is snappy and quite awkward especially with a controller. The aiming should be smoothed and also there should be options to change sensitivity on the gamepad and maybe also the ability to rebind keys and buttons.

- The game should have more useful settings like settings to change the volume of the dialogue or music. Also I assume the robotic text-to-speech is a placeholder which gets changed.
- I think the game should reward the player for beating levels fast with maybe unlockable weapons and other cool things. I think overall theming this game around being quick or basically “speed-running” would be an interesting unique selling point. Plus rewarding players for challenges like this will give the levels replayability.
- More of a suggestion than an improvement but the game gives me Timesplitters vibes and I think adding strange enemies and hazards would be pretty cool and also maybe compliment the humorous nature of the game. Like imagine one level you are fighting regular soldiers and then the next you are fighting robots and zombies?

## Bugs:

- You can reload after dying and can hear the reload sound. It’s easier to hear when in-game compared to the video. Also you may notice I die from fall-damage by climbing onto the side of the helicopter when it takes off.

00:19:00

- You can survive a barrel explosion by standing on it.

00:15:20

- The AI will just casually unhinge doors.

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- You can die after completing the mission because enemies still target you.

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- After exiting the level to the main menu, If you press the new-game button quickly after you load in you will have to press it again for it to work.