

Feedback for “Aquametsis”

By goony124

Things I like:

- I really like the idea of having an FPS with an XCOM like geoscape alongside it. The concept that I can make a base and make items which then I can use on the mercs I have hired in the FPS part of the game is really cool.
- I really like that the game allows me to do things in not just one way. For example, I can get through a door by hacking it, blowing it up or luring an enemy to open it with sound. Plus, all the different items like drones, psi-gauntlets, grenades and weapon types compliment this idea of playing the game differently.
- I like that I am rewarded with items for exploring the levels. Like I can find weapons or batteries to activate dispensers and respawn points This will incentivize players to do more in the level rather than just finish the objectives they need to do. Plus,
- The tutorial was helpful so I knew the mechanics in the games like the movement related ones and the damage types. Plus, I like there are also plenty of tips in the “help” sections in the game which is good for getting information across to the player.

- I like the movement mechanics in the game and that there are parts of levels where you will use them to platform across areas to get to objectives. Plus, also the fact the levels range between the platforming and areas you fight enemies is good because it is more diverse level design rather than the level being focused entirely on areas for fighting enemies.

Suggestions and improvements:

- I feel like the levels can be really big and when you die too many times it can be annoying to go through them all over again. Maybe add the ability to save as even XCOM included that. You could then even have difficulty modes like Ironman that eliminate this save feature.
- I think the levels need to have more to get across to the players what locations they need to be going to, like maybe signs indicating the chemical waste area is nearby. Like the henchmen of these facilities must know where to go themselves!
- The AI needs improving. Sometimes they will try to shoot at me through walls and doors. Other times they will spam the “huh?” multiple times. I also think maybe more powerful enemies with more powerful guns should have some visual

indicators like maybe armor and helmets to show they are more dangerous.

- I think the objectives should be more varied and affect things in the level like maybe you need to obtain an item, destroy something or kill a specific target and then those could cause things like elite enemies to spawn. Plus, it would be good if the objectives were marked off in the UI when you complete them.
- There should be more settings options like the ability to change aiming sensitivity, more sound volume options, hotkeys.etc. Plus, can you add a return to menu button rather than just have a quit game button?
- Ability to remove base rooms so I can add bigger rooms would be nice just in-case I don't have enough power to build something. Furthermore, I overall would love to see more done with the geoscape feature in regards to its optimisation as I'm really liking fabrication and research.

Bugs:

Bugs I've shown in the second video are time-stamped here.

- In the float market you can sell the same item a lot of times to effectively generate money. The item doesn't get removed from your inventory either.

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- If you go into the mission menu and exit it after going to your mercenary and then go back then the items in the “locale items” inventory will be duplicated. You can do this multiple times but it eventually breaks to the point that you can’t equip the items and items will disappear from the inventory when you spawn in-game.

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- You can duplicate attachments by dropping them from the weapon they are attached to. Also, you can break the inventory slots functionality by attempting to equip an attachment and then exiting the menu.

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- You can duplicate batteries. To do this, have one of the battery type you need. Then, reload your gun and open the inventory. After that, quickly drop the battery you will load into the gun. Now, you have a duped battery and one in your gun. You can do this as many times you want.

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- You can duplicate the crossbow by dropping it and equipping it.

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- Sometimes when you drop items while crouched they will be dropped below the ground.

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- You can instantly destroy destructible objects like doors by throwing items at them while being close and throwing at an angle. You can also damage doors by throwing stuff at them and I'm wondering if this legit?

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- The AI can sometimes become confused and other times will be passive to me. Sometimes when approaching the AI they will spam the "huh" sound to the point the music cuts out temporarily. The friendly behaviour seems to be tied to alerting the enemies in the area. Also, when I jump on enemies their whole body will look up at me.

Confused AI not attacking me.

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Passive AI that spams the "huh" sound and I also jump up on and ride it.

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Multiple friendly AIs which spam the “huh” sound to the point the music cuts out.

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- You can die from fall-damage in mid-air if you land on an item after dropping it. Larger objects like weapons do this better. You can also jump off an item you have dropped.

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- Enemy corpse was still rotating for a bit after death.

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- Throwing objects whilst crouched can cause the object to not be thrown correctly.

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- Sometimes I cannot grab objects unless I press a weapon key and then do it.

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- You can holster your weapon while holding onto an object.

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- You can still throw items after dying if you hold the throwing key.

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- After the game loading you can dispatch the same merc again. I did this to Northfalcon and basically got two of the same Merc to select from.

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- Sometimes when loading back to the safe room after playing a mission if you jump you will get stuck to the ceiling and if you then crouch you will be stuck to the ground which can possibly kill you due to fall damage. If you die while like this you cannot respawn and you will have to reload the game. Plus, you can't interact with the computer. I also managed to do this when starting a mission after doing the glitch above but I'm not too sure if the glitches are related.

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- I jumped off this platform and grabbed this ladder on the reverse side and I could still climb in the air below the platform. You can actually use this to get out of bounds on the first ladder on the 2nd spawnpoint shown in my newest video.

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- If you crouch and drop into water you can see underneath the map briefly.

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- Enemies will try to shoot you behind closed doors and destroyable walls.

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- I noticed the robot starting growling and shooting. Did I aggro it despite not being in it's line of sight?

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- Your bases may load named "Northfalcon Submarine Factory"

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- You cannot deliver materials unless you deliver tools first.

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- The last material order and price is saved after buying materials but doesn't actually send materials if you accept it again.

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- You can break the elevator in the office by spamming the buttons. This will cause it to keep on playing the elevator sound and the doors will always close so eventually you will get locked out.

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- You can fling stuff really far with your weapons. I used a wrench to send a box to the shadow realm and then flung

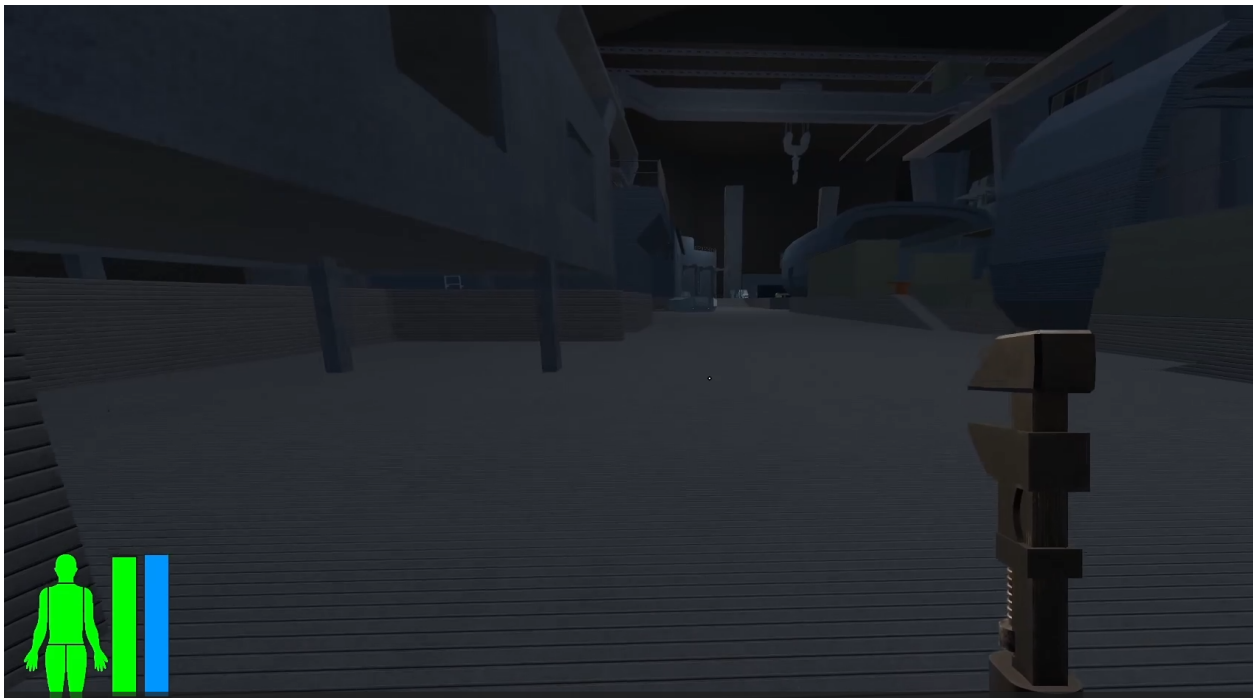
mech gibbs with it too. Though I didn't record this, you can actually shoot an object through a wall with your guns.

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- A bug where you can interact with a ladder underground and get pulled underground.

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- You don't earn the money after the mission. I think this is because the game just loads back to before the mission.
- Also in the building to the left of me you can spam crouch and jump to climb through the floor on those small gaps underneath.



- There are various bugs relating to the geoscape that were hard to reproduce. You could break the facility building where you

would have to wait through a single base to upgrade the others. I broke the researching mechanic by using it a lot to the point I couldn't research anything and the times stayed.

- If the merc is sent to the hangar of your base and you send them out then the hangar cannot be entered again which prevents access to base inventory.
- One time I broke the leaning feature where the camera was tilted when not leaning. This could of occurred due to spamming it but it's never appeared since.
- I was spamming movement keys, shift and interact on a ladder in many different ways which caused many effects like my character hopping around, my character getting stuck or my character taking either instant death from fall damage or taking repeating fall damage.