

Feedback for “Watch Out For Goblins”

By goony124

Things I like:

- The physics mechanics this game has are really fun. I love grabbing the other goblins and slamming them on the ground or throwing them into traps. Also the variety of physic-based objects are cool like fences that break due to physical stress or the variety of traps like I mentioned.
- I really like the graphical style the game has. The exaggerated look of the goblins and traps is definitely fitting.
- The sound design and the soundtrack is pretty nice. I really love hearing the punching sounds with the traps and the goblins sound pretty much how I expected they would if they were getting pummeled by spinny boxing gloves.
- It is very good you are working to have both keyboard and mouse and gamepad.

Suggestions and improvements:

- The mouse cursor should be made to lock to the screen when using keyboard and mouse.
- It would be convenient to change settings while in game.
- Add a tutorial or include the controls in the actual game rather than a pdf.
- Would be cool to see an AI mode where the goblins are controlled by the computer.

Bugs:

- The goblin in the main menu can clip into the camera.

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- Player limit arrow keys don't work. You have to click on the center of it like a button.

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- If you grab on the spikey ball so that the goblins body touches it then the goblin will go flying due to the damage knockback. This can cause the goblin to exit the map boundary. The goblins body spasms and the end of the spikey ball can become elongated.

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- Grabbing onto the rope and on the bridge on the first map and pulling it far away or grabbing a cactus far from it can cause the bridge to spasm out and cause an effect similar to the bug above where the player model starts spasming, makes bugge noises and can be sent out the map by the speed.

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- The physics of the boxing gloves can be messed up by grabbing onto the boxing gloves (best to grab the side of the glove or the spring) so the player constantly gets hit. This can cause the boxing glove to spin very quickly and the springs may elongate. I presume this can also launch the player out of bounds as it causes a similar issue to the above bugs.

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- Grabbing onto the lever and the boxing glove and doing something similar to the above bug can cause the boxing glove lever to automatically turn on and off.

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- When doing these bugs with the player where they get hit a lot sometimes the player's movement keys won't work and I will have to jump to fix this.

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- Can't exit or use freecam.

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