

Feedback for “Metavoidal”

By goony124

Things I like:

- The pixelated art and all other graphical effects are superb in this game. I really love the shadows the objects have and that special objects and monsters aren't visible when in said shadowed areas. That mechanic really reminds me of the way Darkwood handled the visibility of monsters and I think that is really nice. Also showing the footsteps of monsters when they move in shadowed areas is also really cool. Other than that I really like the monstrous tendrils and other horror-themed sprite work.
- I really like the fighting and also the items that can be used within the game. I love that the melee weapons that the protagonist have are drumsticks which are obviously linked to that musical theme you're going for. Chucking books is pretty neat but I definitely love the oil and fire mechanics in this game. I like how it spreads and is a fun way to nuke monster hordes. Plus, I also like that you've used the environment to contribute to this mechanic like candlesticks and lamps that can set oil on fire too. Dodging is also a cool mechanic that I use a lot to kite the monsters I fight.
- I like the dynamic music in the game. I like it when the monster hordes are angry and charging me and the rock music begins to start. It makes me want to fight them on purpose.

- I think the plot is pretty cool and also original. Mutagenic demonic music turning everyone at a rock audition into monsters while the one person who doesn't end up as a zombie is a drummer who can hit those drumsticks so hard he can body lovecraftian demons. It's kind of like the "Color out of space" ... but rather the "Sound out of space"?
- The controls were easy to drill into my head and the overall goal of every level is as simple as can be. Get a record, shove it into Cthulhu's music player and then have a lovely boat journey to exit the level.
- The perk system is also really nice. My playthroughs have been very diverse due to the perks I get. Leg day made the game fast and fun while fire immunity made me challenge myself to a zero damage run.

Suggestions and improvements:

- The AI can be improved. Sometimes they will run into objects and corners which could be a pathfinding issue. Sometimes they seem to forget they saw me and go back to snoozing. They also deserve to be made more difficult because I feel like hazards like fire have been more of a danger than the enemies. Usually getting hit by them either occurs by being clumsy and forgetting to dodge their predictable attack or they push an attacking friend into me. Also maybe they should try breaking doors down because shutting doors on them is a pretty easy thing to do.

- Going back to difficulty. It would be great if there were difficulty settings. I especially want to see harder difficulty modes. Maybe even a “last gig” mode where you die in one hit. It’s nice to have said difficulty modes when a seasoned player decides the current difficulty is a cakewalk. Plus, it will make the game replayable in turn.
- I would like to see more map hazards and mechanics other than fire. When I saw a tentacle pick up a sword out of the altar I thought it could hurt you at first. Definitely add more map hazards for future levels. It would also help make levels more unique from each other.
- It would also be cool if the game rewarded the player based on challenges. Like going through a level without attacking once or only using environmental damage. Rewarding said challenges will encourage people to do different playstyles and therefore the game has another feature that makes replayability better.
- To prevent players from going outside the play-space I would suggest using the idea of shallow water and deep water that many games use. The player can move in shallow water but deep water acts like walls do. It’s just weird that I can roll across the ocean somehow. Plus, shallow water can be used as a mechanic for other levels. Like maybe you are slow when going through shallow water.

Bugs:

- Enemy sprites don't work properly. Either they don't look at you when chasing or they get stuck in a specific animation state like their death animation doesn't play or they play their idle while moving so they look like they're sliding. Also their white glowing hit indication can get stuck and constantly visible, this usually happened when they were trying to attack me and it happened a lot more when they were in big numbers.

Sprite bugs:

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glowing glitch:

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- Similarly, two of the little enemies got stuck in the sliding in oil animation and couldn't move.

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- The z-index on sprites compared to the player can be off. Like the player can go into doors despite being in front of them.

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- The player and monsters can hit each other through walls.

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- Levels can sometimes not load properly and make it so a level is unbeatable. For example, block off map objectives.



- If you roll when on the raft and then press “e” then you can be stuck in place. You may die due to the water but you will spawn in the next level thankfully.

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- Chucking items at close objects can cause bizarre physics in the item like the item may fall really slowly, get stuck or spin around.

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- You can use the dodge mechanic to get across water and similar tiles to move to parts of the map that the player shouldn't really be. It can be difficult due to the damaging tiles. I even managed to get to the raft by doing this, lol.

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- If you get hit by a large amount of enemies at the same time it messes with your collisions to the point that you can walk through objects and enemies won't attack you except a few that probably were already aggro-ed before the glitch. I originally thought this maybe was the hitbox disconnecting but it's still there. Monsters can also do this to other monsters and create monsters that go through objects except level geometry. In the last clip the game doesn't reload when I die which may be due to being hit multiple times.

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- You can pause the loading screen apparently by pressing "escape". This freezes this sprite at the bottom right too.

I don't think this is in the video

- You can spam menu buttons even when loading. Like you can spam the play and exit buttons which will delay the action until you stop.

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- Menus can overlap. Like the pause menu can overlap with the tutorial menu which happened when I pressed the settings button after starting the game . You can overlap the map with the pause menu with hatches as well by spamming the keys.

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- If you tab out of the game application whilst at the end of the level. The level ending sound will carry on playing when you're at the new level. This may occur with other sound effects.

not shown in video