

Feedback for “Protos Magos”

By goony124

Things I like:

- I really liked the spells in the game, especially the offensive spells. I like that I can slot other spells on my current spells to make them different with fun abilities like reflecting projectiles off of things or shooting an explosive version of said projectile. I was always playing with it and trying to make spells that resemble those from old shooters or were just OP spells to have fun with.
- The soundtrack is really nice and reminds me a lot of the dark ambience from Quake which is the game you have compared your game to.
- I like the puzzles in the game and the object physics and interaction that is tied to them. It shows you want to have variety in your game design rather than just have it be about fighting the enemies. I also liked the puzzles were easy to get, like I can easily look at the objects in the puzzle and understand what the puzzle entails. Furthermore, rewarding the player with spells and other items encourages players to be interested in doing the puzzles in the level rather than just getting to the end of the level.

- Similar to puzzles I really like the secrets for reasons that are similar. It makes the player actually go around the level and not just go to the end. Plus, secrets are rewarding and fun.
- I like that the game has many different enemy types and new enemy types are a part of the level progression. It is fun that I am fighting loads of enemies with different attacks and abilities like ones that throw grenades and ones that blink and melee.
- The levels look pretty decent and do fit the dark fantasy theme, like it has a castle in some kind of bizarre dimension and dungeons with satanic symbols.
- I really liked the detailed mechanics where you could destroy windows, break barrels and that enemies can be dismembered by my spells.
- I do appreciate the game has a lot of different settings and difficulty options.
- The game's controls were easy to get as they are basically the controls of most games in this genre. The keybinds made sense and weren't confusing.

Suggestions and improvements:

- As the game is a quake style game I think there shouldn't be a sprint feature as the regular speed is fairly fast already and I think that mechanic is unfitting for "boomer shooter" style games. I would however love it if I could walk with "shift" so platforming could be less awkward as I would sometimes just walk off ledges or jump too far.
- Definitely make a tutorial with more to it rather than there just being tips and a "how to" on the main menu. Perhaps the tutorial could be a level on how you got to that weird dimension.
- I think the player being damaged or dying should be indicated better. When you die the player just freezes which can sometimes be confusing so actual death animations or a screen would be a lot better. Also maybe have more obvious effects when taking damage like flinching or a reddening effect to make being hurt more visible.
- The damage done by the enemies is good for difficulty but the spells I use can be really strong to the point that I can stun enemies (the shield spell) or absolutely destroy them with little worry for damage. It is really fun to use these strong spells but maybe they need to be tweaked or changed as me dying is usually due to carelessness more than anything else.
- Some spells in the game can be really awkward and cause issues in the game. Like the focus spell which is really awkward as it is this toggle aim that you stuck with until you

wait for it's cooldown to finish. Plus, the ice spell which can cause lag when it is cast and sometimes the ice spell didn't appear because maybe it didn't fix to the floor.

- Though I think there are a lot of enemy types mechanically I think you should add more enemies that look different. Especially seeing that quake which you are inspired by had: electrokinetic yetis, flying snakes and grenade-throwing chainsaw ogres.
- I think the main menu and the UI within it is a bit bland. I think the UI should fit the dark theme of the game rather than look like it is the engine's default and the main menu background should be more dynamic and fit the dark theme of the game rather than look as serene as it does. Like maybe you could have a background that moves through the levels of your game as a homage to those old shooters?
- The game is quite laggy, especially in level 2. Maybe the enemy amount is tied to it or maybe the second level has loads of objects that cause it.

Bugs:

- At the very start a candle is hovering over the floor. The flame particles also look a lot higher than the candles themselves.

00:04:20

- There is a typo in the first tutorial tip.

00:03:30

- You can spam the jump sound even while jumping.

00:09:25

- You can go through the first puzzle gate by spamming the switch.

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- When grabbing an object if another object is near you then it will be interacted with and turn transparent.

00:10:35

- Objects can get stuck on things but are still grabbed (a) and sometimes objects will get stuck regularly in mid-air and are collide-able (b).

(a) **00:10:05**

(b) **00:28:40**

- You can jump out of the map by moving across the terrain to avoid the trigger (a). You could alternatively do this by using object glitches to climb to parts of the level you aren't meant to (b).

(a) 00:21:50

(b) 00:29:40

- You can activate spells while the game is paused (a). I also did this glitch while pressing save and it took longer to load afterward (b).

(a) 00:23:25

(b) 01:15:30

- Enemies when dying will sometimes stand normally rather than ragdoll.

00:19:01

01:06:20

- You can push the boss through the forcefield using the shield. My forcefield spell orb also went off-center during this clip when using it against the forcefield.

01:10:10

- When enemies take a lot of damage they will spam their hurt sounds really loudly.

01:00:50

01:09:48

- Your hands and camera can clip into walls and terrain.

01:35:50

01:14:10

- You can jump outside the playable map in the second level during the key platform puzzle. You can jump out the window instead of getting the key. The clip also shows acid puddles can float above the ground by shooting them over objects.

00:45:25

- I've moved into a caged area I assumed I couldn't go into and there was an invisible object.

00:59:55

- You can hold the icon of spells and exit the menu and they are still there until you open the menu.

Not shown in the video.

- A rare bug where I couldn't load the game and it was just a black screen rather than having a loading text in the bottom left.

Not shown in the video.

- Game kept crashing when I killed an enemy when I was about to go into the boss room. I kept using the shield and plasma combo before this.

Not shown in the video.