

~ Largest Issues and what we're doing to fix them ~

The current largest issues with our game are:

- Feedback
- Platforming
- Player Understanding/UI
- Level Layout

ALL of the current list of issues and solutions are suggestions, NOT the final solution. If you have something you think would be more helpful while still addressing the issue and the intent behind the solution, PLEASE bring it up.

~ Feedback ~

Issue: Right now players are not given enough sensory feedback about the world and the state of their actions in many situations throughout the game.

General Solution: We want to give the player more sensory feedback than we think we need, because players will only ever catch 20%, so they will notice SOMETHING.

Current List of Issues:

- Chasm Puzzle Feedback
- Combat
 - successful attack feedback
 - Player got hit feedback
 - Boss health state feedback
 - Paper as player's magic

~ Platforming ~

Issue: Players have complained frequently about the platforming feel, especially getting stuck on platforms and ledges while they're trying to jump.

General Solution: Make it easier for players to simply walk around and jump onto things without changing any minor movement values.

Current List of Issues:

- Cannot jump through platforms
- Toe Stubbies
- Sticking to walls while jumping and holding a direction

~ Player Understanding / UI ~

Issue: Our game currently doesn't have any UI to help guide the player in their understanding of our world.

Solution: Increase the amount of feedback and create UI to help provide guide rails to point the player in the right direction so they can appreciate our game more.

Current List of Issues:

- Player's number of papers is unclear
- Player's current instrument state is unclear
- Boss health is currently unclear
- Where your attacks are hitting is unclear
- Picking up paper
- World Responsiveness
- Boss fights and cutscenes feel disconnected from the rest of the world.

~ Level Layout ~

Issue: Currently, our non-boss zones are over scoped.

Solution: Cut it down.

What we're keeping:

Tutorial is pretty close to how it will be, but will get squished together.

World 1:

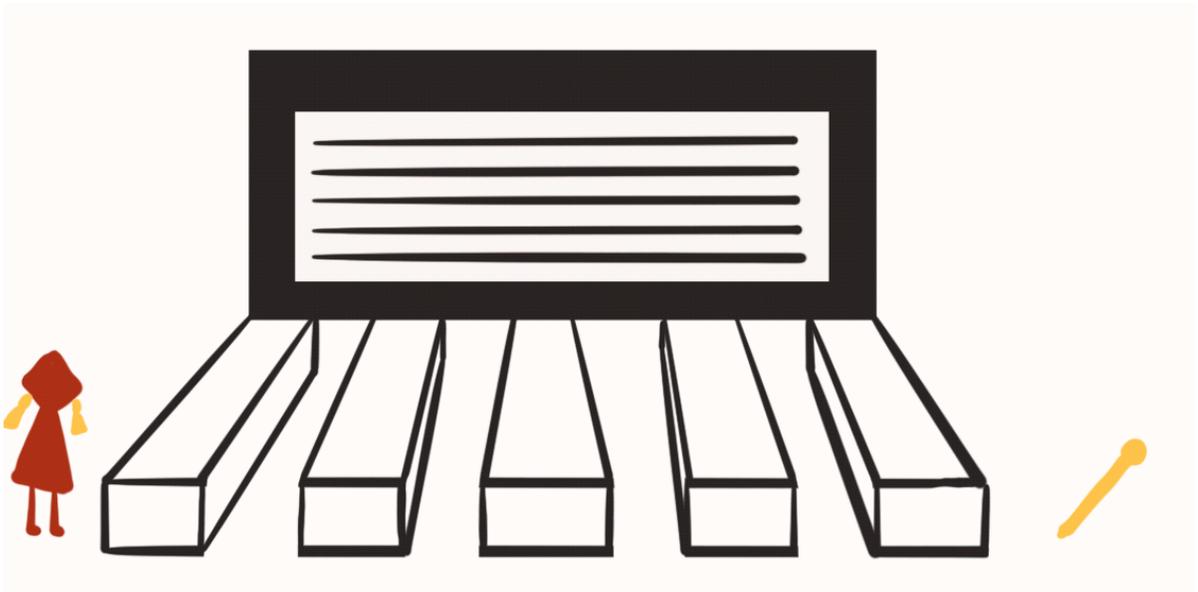
- Teach swapping instrument states
- ~~Cave-Log~~
- Chasm Puzzle 2
- Baba Yaga Phase 1
- Rotten Tree trunk area
- Baba Yaga Phase 3

What we want to cut:

- Harp area
- Stealth section
- Waterphone cage as a puzzle
- Awkward areas that just padded out space
- Mortar Toss

~ In Depth Issues and Solutions ~

~ Chasm Puzzle Feedback ~



Issue: Players have NO idea how to interact with the chasm puzzle, and instead have learned to dash cancel to get past.

Intent of solutions: Provide more ways for the player to understand the connection between their actions and effects on the world.

Solutions:

Lock the keys after 5 notes have been inputted.

This will show the player when their inputs no longer contribute to the solution of the puzzle. Additionally, this only works with a static lever input system.

Keys physically depress into the ground

This will emphasize the idea that you're playing the instrument, and clearly show when the player's input has been accepted versus not.

Add the front of an upright piano behind the keys.

This piano will have a bar of empty sheet music on it, that when the player presses a key down, a note shows up on the piano according to the height of the note.

This will help communicate to the player that the input they have is corresponding to height in order of the music. The music on the piano can even have a waterfall diagram on it to reinforce this concept. Think of kid's music books.

Opt 1: Pressing on a key causes a paper to fly out from the player and into the lever

This will help emphasize the existence of the lever, and the paper can fly out when hit which goes into the water and lifts the lily pads up.

Opt 2: Pressing on a key causes a paper to fly out onto the board, forming the note

This will help emphasize the correlation between key and height of note, but not emphasize the existence of the lever as much.

When the player has pressed all 5 keys, the lever pulses with an outline / light

This will emphasize the lever's existence even more, and it's charged with your powers.

(optional high resource solution)

Frog boi teaches the player how to work the chasm puzzle

This is a potentially more complex solution than the above, but could be done in addition with sufficient scope. When the player gets near, they see a cutscene of a frog boi solving the puzzle to reach a frog home. Then the player regains control and can solve the puzzle. This would require animation of the frog jumping along, as well as an additional small area if the player follows the frog's exact steps.

~ Combat Feedback ~

Issue: Players don't know their health, the boss's health, if they're hitting, how much damage they're doing, their progress through the fight, what's hitting them...

General Solution: J U I C E... 🍷

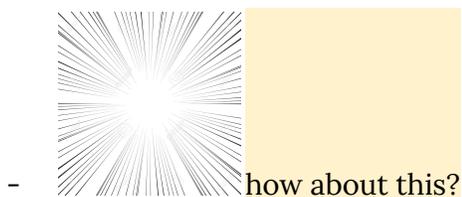
Add MORE feedback than we think we should add



~ Successful attacks made by the player ~

When the player successfully hits an enemy, the following should happen:

- Sound Effect plays
- Hit particle poof splash thingy is generated
- Enemy flashes a color or blinks
- Screen Shake



Each of these should be different for flute and for piano so that they player gets a different sensory experience for each play mode.

Together, each of these should make each impact feel better and help make the player feel cool with their attacks.

~ Player Gets Hit Feedback ~

Currently, players cannot tell how much health they have with just the diegetic UI of their cape / cloak.

Solutions:

Integrate the small and large hit animations already created into the player's animator

This should help visually communicate when the player gets hit in addition to the papers spewing out.

A boss-specific/Player form specific sound effect plays

When the player has no papers left, we swap their sprite to an injured form of the player.

This type of damage helps communicate when the player is about to die aside from just UI or what's on their back.



~ Boss Health State Feedback ~

Currently, players do not know how much health the boss has left.

Solutions:

Boss has injured states that increment at set % health intervals

This is a subtle way to identify health diegetically, and rewards the player for reaching that point by also causing additional paper to spawn from the boss's damage.

Option 1: Player gets a sense of progression upon death

Similar to cuphead, when the player dies, on the death screen, they get to see the boss's health bar and how much progress they made towards victory.

Option 2: Slap a health bar in there ya idjit

We show the boss's health... through... a... health... bar...

~ Paper is the form of the player's magic ~

Issue: Right now, there is a disconnect between the paper as a means of health and magic and the player's method of attacking.

Solutions:

During the windup of the player's attack, paper flows into the form of a weapon.

This should help give more justification for our slow attacks, as well as better communicate the location of our hitboxes.

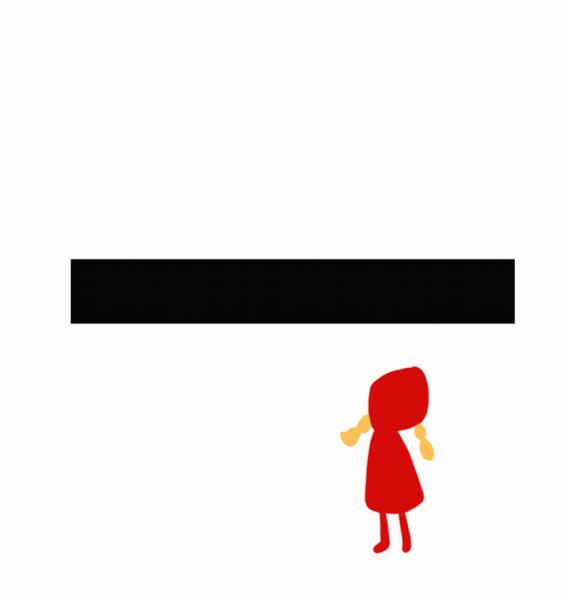
(higher resource), depending on how many papers the player has, the visual appearance of the weapon is different.

This would make the player feel as though the papers they pick up matter in more way than JUST health.

~ Platforming ~

Issue: The players are having a difficult time navigating the world in its current state.

General Solutions: We want to make traversal easier, while not needing to redo jump heights or movement values, which consume a larger amount of art and design resources.



Specific Solutions:

New Platform type of Jump-Through/Fall-Through

The player should be able to jump vertically through the platform, and stay on top.
(optional) Then, if they hold <S> for long enough, they drop through.

(if not too many resources) If the player is close to getting on top and holding space, it should snap them on top.

Merge all ground colliders into one

Currently, the player is getting completely stopped due to minute box differences between platforms. Merging all of these box colliders into 1 should solve the problem.

Players jumping into walls should slip down them

This might be a simple physics collider issue, but still needs to be addressed.

~ Player Understanding / UI ~

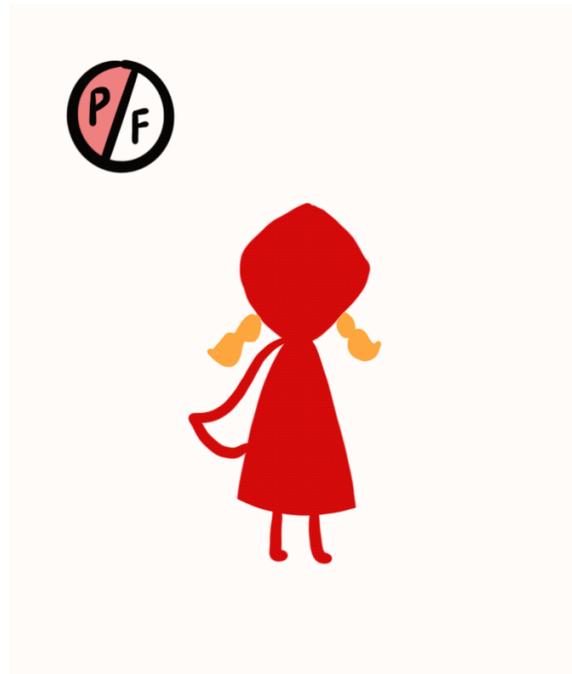
~ Current Number of Papers is Unclear ~

Players like to see numbers go up, and big number be the good thing. Appease Lizard Brain. Adding UI that communicates how many papers the player has picked up adds incentive to collect all the papers, and allows players to see incremental additions outside of cloak size improvements.

The UI should have a number for the total papers you've collected, as well as a way to indicate what cloak state you're at. 0-3

This can be integrated into other UI as well, but generally feel baroque/swirly like clef signatures in music in visual design.

~ Player's Instrument State is currently unclear ~



Larger visual costume change

Right now, the only thing that changes on the player is what's on their back, but the color of their clothes and design of the skirt should also change with their form.

UI

We want to add a UI that indicates what form you're in for the player to also reference, and it should visually align with piano on left and flute on right when the player can swap instrument forms.

Magical Girl Transformation Sequence

This will be a short transformation sequence or obscuring of the player that helps indicate the change rather than just snapping between the two forms.

~ Picking Up Paper ~

Issue: Currently, players cannot tell if anything has changed when they pick up a paper.

Specific solutions:

Sound effect

Small animation

This is an animation on the paper itself, that when the player steps on it, will flutter up and around the player briefly, before disappearing into the player.

We can tie this animation to a game object on the player itself so that the animation moves with the player.

~ Boss Fights and Cutscenes Feel Disconnected ~

Issue: Because cutscenes and gameplay are currently SO different, it's a bit jarring of an experience for the player when they snap in and out of gameplay.

Solutions

Embrace storybook with Cutscenes

*Effect of turning pages in a story book to deliver narrative cutscenes. Keep this as low resource cost as you can. **Need to discuss more with Art Team.***

Make world before boss fights and boss arena visually identical

This should reduce the jarring effect that currently exists.

~ World Responsiveness ~

Issue: The player cannot currently tell interactive layers from background, and the world visually isn't responsive as it is auditorily.

Solutions:

Parallax!

*Yes we know everyone is talking about the issue, but we do need to get this in SOON.
The world content has been cut down to reduce the amount of resources that this
should require.*

Interactive Objects all same color

*Using the common color language, players will be better able to identify what is and
isn't interactable, reducing confusion.*

(Large Resource Requirement)

The world reacts as the player passes through it

*For instance, if you walk through grass, it sways. Animal bands wave at you when
you're close. That sort of effect. We realize this is a LOT of extra work, but would sell
the existence of your character in the world, and the world is alive and breathing.*

Breaking a web creates a small scattering of particles + SFX

This helps create a sense of before and after, not just oh its gone now.