

Fav's 

Feedback Findings

(For SolSest Part 2)

(can you tell i'm a sucker for alliteration??)

Hooooooooookay, there's a *LOT* of content to go through, so bear with me here.

If you have any questions about any points, feel free to reach out to me over [the MB](#) or on [Discord](#). (preferably the latter since that's where i'm more active)

General Notes

- HOLY COW is there a bunch of content here! I love the little areas you're able to explore, especially with some being

repurposed into a seamless flow of actual levels. LOVE seeing that kind of thing.

- While the **"priority number one"** was cute at first from the enemies... it started to get annoying REAL quick. Especially if there were multiple at once, and the same robots chanting this being in almost every level started to get really irritating.
- There seems to be a lot of sounds that end up using the default closed caption names. It's not really that big of a deal or a game changer whether or not you give a sound a caption, but I just thought I'd at least mention it, lmao
- Certain dialogue sprites seem to be constantly shifting in size, from the regular size to itty bitty. Not sure if that's intended or not.
- A PLETHORA of warnings are constantly in the console. Not entirely sure what could be causing it however.
- The bouncy FOF that's getting deprecated soon is still being used in some levels. You might want to eventually switch to the alternate version the console recommends to use.
- I'm honestly a major fan of how many easter eggs and secrets there are hidden in some of these maps. It's fun to go on a hunt to find all of these characters and OC's, helps make the place feel a bit more alive.

(Sub-note: to view in-game specific information, try typing **perfstats 2** into the console.)

(try using **renderhitbox all** too!! It might help when it comes to seeing what's going on with an object's position.)

LOST CITY

- I'm not entirely sure what's going on, but the start of the level before you enter the museum starts to lag like CRAZY. Something seems to be eating up all of the game's logic.
 - Try turning on perfstats and running through the stage. You'll notice the thinkers pile up in certain spots to the point where you reach below 35 fps, which you then carry out that same low framerate through the rest of the level until you die.
 - You'll notice that *when* you die and respawn, the game logic ends up going from something like 15000 to a low >1000 amount. If there's custom objects in this map, try removing them to see if that's the problem. Either that, or you might have some wacky mapping shenanigans going on.
- I honestly wasn't aware that these pillars were phase-through. Caught me off guard for a moment.



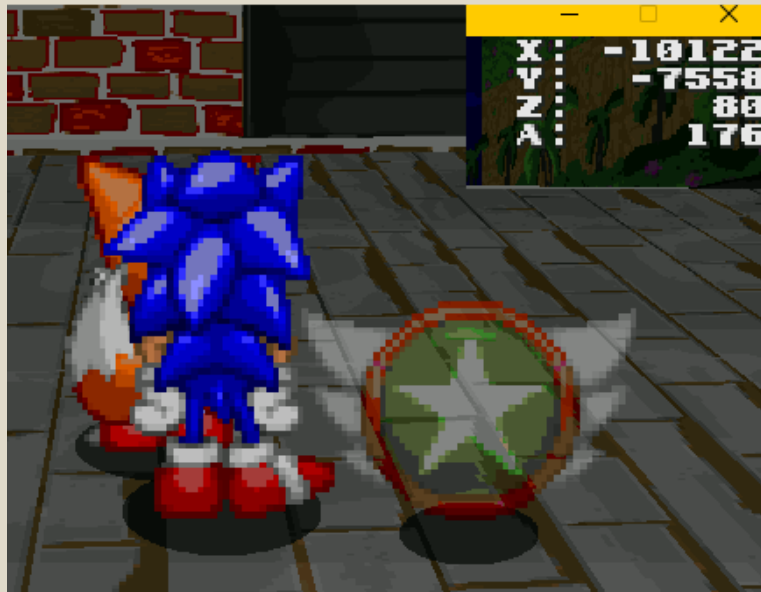
- Fang's boss fight seems a bit too easy. You might want to try to have the projectiles aim toward the player as opposed to aiming downward.
- Aside from the major lagspikes, this makes a pretty good first stage to part two of SolSest. Nice and simple, and easy to follow.

RETURN TO ALCUDIA

- Skill issue Imfao



- Pretty cool to see the original first hub now expanded into a new level, and even set at a different time of day too. Goes pretty hard.
- Not sure if you intend on this being a separate map pack or combined with part 1, but it looks like you forgot to remove the emblem object from over here.



- Seems like this object is clipping into the ground a bit.



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UPTOWN

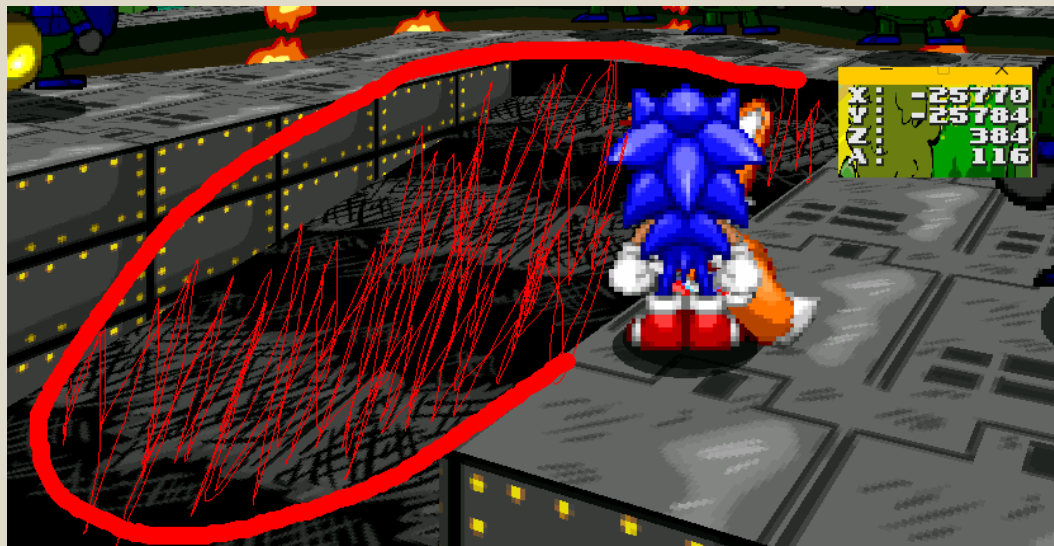
- Hell yeah, I remember this stage from the bonus of part 1. Honestly works really well with controlling flow.
- Really liking the new golf club springs. Much more fun compared to a basic spring.
- Seems like this character learned to levitate a bit.



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ROYAL PALACE

- This is just me, but it'd be funny if it was possible to destroy the shoving robot guards with a character that can attack or break bustable floors, like Amy with her hammer, or Inazuma with his aura. Just to tell THEM “no shove off” lmao
- I really like the spotlight idea! It helps allow the player to control how many enemies they wanna deal with, while also pulling a Sly Cooper in the process.
- ROGER THAT EMERALD PLACEMENT WAS EEEVIILLLLLL AAAAGH
- This sector seems to be an instant kill plane??



KNOTHOLE

- They weren't kidding about the phrase “eyes on the back of my head.” (the eyes are transparent on the A2A8's for this object lol)

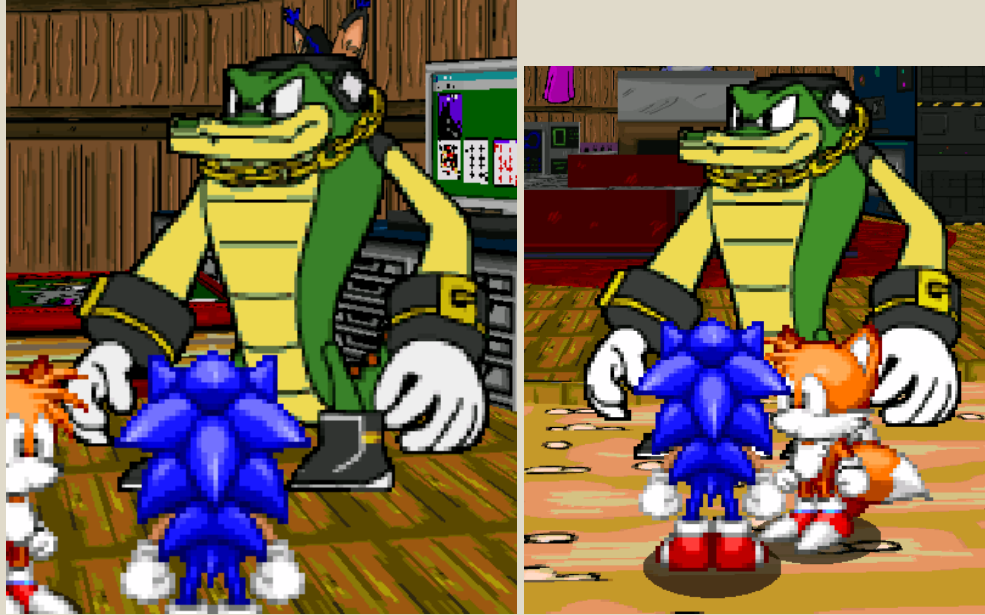


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- That slide was... pretty janky. I'd suggest trying to make it a bit bigger/wider to handle the slopes, especially if someone ends up playing the map as a larger character. If all else fails and the slope is still wonky, try using a zoomtube.



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- It's probably already been reported before, but I don't think this is supposed to be Vector.



- A nice, quick and quaint area for lore and to hang out in for a bit. I do kinda wish the ceiling was raised just a bit more, so I don't bonk my head on it when using the red spring in the water.

GREAT FOREST WALL

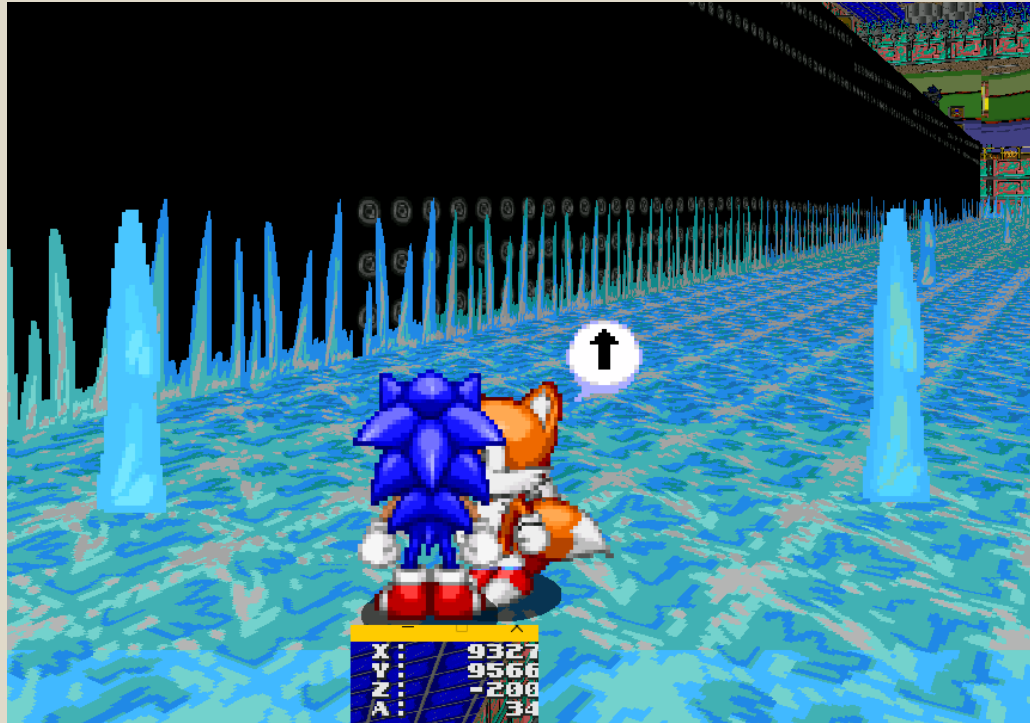
- HELL YEAH STARTING OFF STRONG WITH A BIG SLOPE LETS GO
- Not much to say here, other than it feeling a bit shorter than expected. Really good level though! Just wish there was more.

ROBOTROPOLIS

- Were these meant to be in the ceiling?



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- I'm really not a fan of the section with the Eggman and Dinner monitors on the rising conveyors. The amount of times i had to take a leap of faith without knowing I was gonna get jumped by another eggman monitor plummeting me back down kinda got a bit tedious.
- Adding at least one spring or a small platform down by the start here would be nice. I had no clue the other spring was at the end, and thought i was trapped down here.



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- Looks like the chair objects ended up breaking.



EGG TV NETWORK

- Ayyyy, the OLDC submitted level! And a really good one to boot, this one doesn't really have any complaints from me over here. Aside from the chairs still being broken, but you already know that.

(by the way its sacre bleu, not sacr blue lol)

ESCAPE ROBOTROPOLIS

- From one OLDLC stage to the next, it's another banger of a level. No complaints here either.

SECRET TRAIN TRACK

- Ironically, the train sections here can get a bit buggy. I ended up behind a train and managed to get softlocked in place.
- This map doesn't seem to be multiplayer safe. If you die to a train, you're pretty much stuck for good until the server owner resets the map or goes to a different stage.
- Looks like you got a funky wall over by this checkpoint.



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VS. ORBOT & CUBOT

- Very cute intro with the fakeout into the actual level. Said level also being pretty solid.
- Man, that boss was HARD. I didnt know they could throw hands like that..... /j
 - (no but in all seriousness that was a great bit to end the level with lol)
- Seems like the same issue of game logic getting overworked is happening again here if you wait a bit.



CONVOY ASSAULT

- This seems to be facing the wrong way.



- Honestly, I don't got much to say about this level. Only thing that really comes to mind is how linear it felt, but I'm not sure what else to recommend regarding that.

ISLAND CROSS

- This was a really good chase/rush stage. Loved the energy coming from the constant onslaught of cannons altering terrain.
- The tall pillar to climb with the robots that drop the bombs down the hill was a bit funky to climb up. Felt a bit cramped and annoying to dodge said bombs.

MT. TERRACENTRO

- The branch springs feel really nice to use, and heavily unique too. I'd love to see it be utilized more.
- The colored crystal gimmick was really fun!!!! I just wish it was used a bit more in the level, it felt like it just showed up for a

short bit compared to the tree branches and then that was already the end of the level.

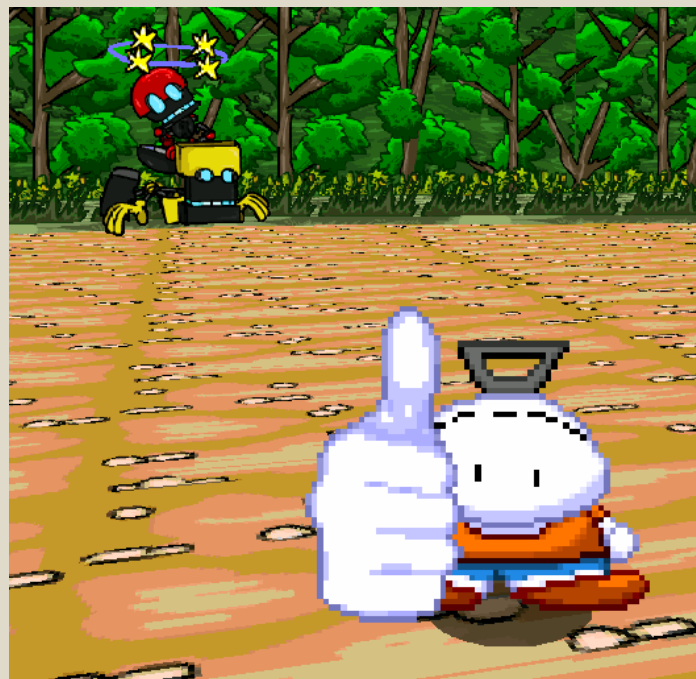
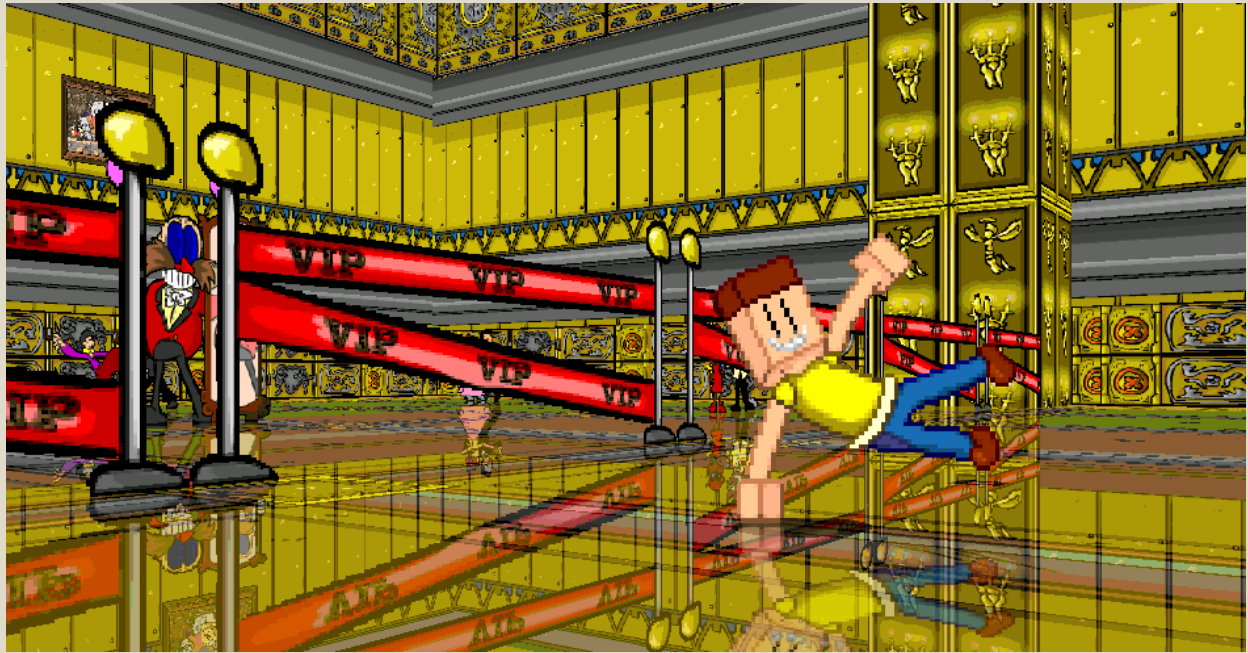
- You might want to place an invisible safety net right next to the elevator, the camera might freak out a bit and clip into the ground when finishing the stage.

Aaaand... that's pretty much my thoughts so far! Apologies if it ended up getting a bit shorter near the end of the list, or didn't specify something as much as it needed. The majority of these stages were honestly really good!! If I end up finding any other wacky bugs, I'll probably make a quick post about it on the MB rather than updating this document.

Well, that's the end of my rambling. Good night, everybody!!

Welcome to the silly photos section LOL





Hello future doc readers.....