

Starting area

When I first spawned at the first level, I felt very overwhelmed with such a big space and felt that it is too much space for everything that there is. I've noticed that it is very similar to the part of the city in Israel and if I am not wrong it is near where the tomb of the virgin mary is located. And I would like to congratulate you cause it is very similar.

No, the changes. I've made a screenshot of the map and drawn some basic things on it and I will place it below.



Here the idea is to shrink the map, making it more direct to where the player has to go without compromising the main spots on this area.

Later on testing I realized how you closed off the map and I think this might be a simulation of some sort of assassin's creed alike, so I am guessing that I must have skipped something at the start. Nevertheless, this also would be a way of closing the playable area without compromising the player's immersion.

Temple area

Another thing that got me thinking about where these staircases. ¿Where do they lead to? I went down there to see if there was something to see but couldn't find nor see anything so gave up. Here was where I realized how you close off the map and realized that was some sort of simulation.

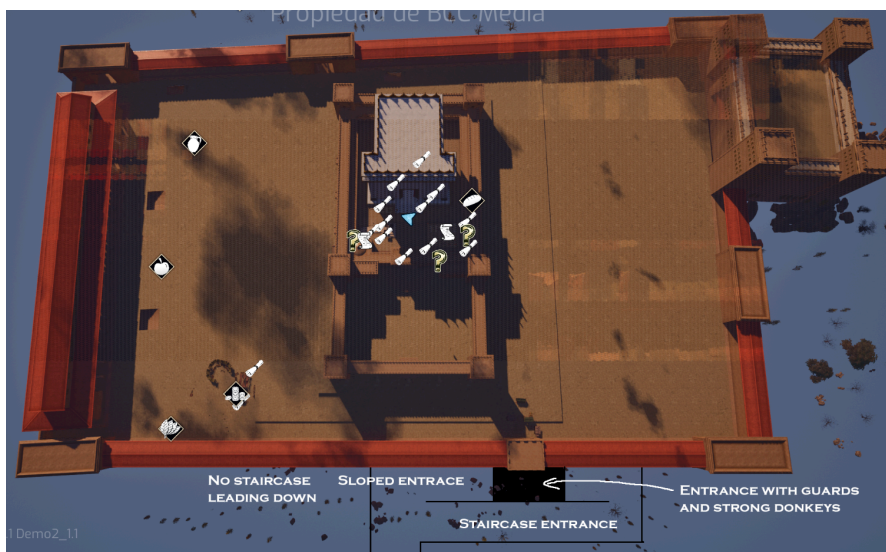
If there isn't something of importance down there or you aren't planning on adding anything I would personally delete these staircases as they serve no purpose and just lead the player straight to the temple entrance.



This leads to the next point. Those are some really strong Donkeys I suppose. You can see they were definitely built differently back in those days.



Also the right side of the temple feels too big, empty and lifeless. It feels like something is not right.



Outside on the bridge leading to the temple, I would add an entrance on the right side to give the player a “fake” feeling of choosing their own way of playing the game, making them feel more free. I haven’t made my way to other levels mainly due to an issue with the checkpoints and when I start the game I always begin the game from the beginning.

Another thing that stood out to me was the placement of the traders. There are at the other end of the temple, when you find some tents right at the entrance, ¿Why is that? I feel like the traders could be closer to each other making the experience more enjoyable rather than having to walk more than $\frac{3}{4}$ of the temple to reach them. I haven’t got to them yet but if you have to continue the mission around that area it doesn’t seem much of a problem to me, even better if you have to buy an item from them to continue the mission.

I will give another look at the checkpoints to see if I can solve them. If not I will look for advice on the discord.

Meanwhile have a nice Easter and god bless you!

Before I go, PLEASE add a return button on these scene

