

I made a list as I was playing through the first time, I'll probably spot other things as I continue to replay it but these are what I immediately picked up on.

1. Character Dialogue needs a sound effect. It may seem like a small thing but it is something that has been an industry standard for decades. Having dialogue sounds changes the player's perception of the text. Those little sounds take the text scrawl from a passive digestion of narrative to an active conversation that the player is involved in. Its subliminal and so ingrained in games that most players don't even notice it anymore but it makes a world of difference. It can range from full narration, to different sounds for every character's text scrawl, to just a text scrawl sound used for all dialogue. Having narration for all of your dialogue may be out of your scope, but your solution could also be as simple as a sound effect looping a set number of times each time new dialogue line is presented.

<https://youtu.be/6ADhznw1zhc?t=91> <<- Dialogue sound back in 1986

<https://youtu.be/Hc6tV3b2GEo?t=575> <<- And here it is in a game about to be released

Make sure whatever sound you use fits your game!

2. Noticed you had hover and click sounds throughout your ui but you did not include them in the inspection icons (the diamond shaped buttons in your world). For consistency and auditory feedback to the player I recommend giving them hover and click sounds. It's not a must but it is one of those little things that add up. Also I suggest making it softer/quieter than your ui sounds since they will be hovered over quite often.

3. This is more cautionary advice than a critique. I know what you presented is just a demo but you gave the player dialog options and then the big choice of how to handle the Veglamb. Your game's main interaction with the player is these decisions. They have to have impact on your narrative or your game will fall flat. At the same time you have to keep a handle on all the possible story threads you create or you run the risk of creating more work than you can handle. A node based narrative can be a slippery slope that either is too simple (ie decisions lead to a very limited number of outcomes and lack meaning) or way too complex. The biggest problem with having several branching outcomes is its diminishing returns. You may spend weeks designing 5 story branches for a major decision in your narrative but players will just make their 1 choice and continue on in the game. The more nodes you create the less time and resources you have to put into the game (ie more choices = less game). You have to find a happy medium that works for you. For that reason I highly Highly HIGHLY (highly) recommend you have the nodes of your plot mapped out way ahead of time and then do a test run with your team to see how much you can get done in a set amount of time. Use that information to budget yourself and then go back to your story map and make adjustments where needed. You have a small team so proper planning is super important!

On to the errors and Bugs!

On my first playthrough the inspection icon did not appear over the shovel. I had to save and reloading the game to make it appear. I sped through the demo a second time to see if it would happen again but it didn't. May have just been one of those 1 time quirky bugs. Just want to let you know incase other players experience it.

In the dialog with the mother (where she gives you the cookie) there is no background soundtrack. There was no background sound track when I replayed the scene as well.

The word scramble puzzle needs some work. It was a little frustrating entering in the correct answer multiple times trying to figure out the correct spacing. Others have already let you know about that so I'll leave it there.



I also experienced the graphical error when trying to load a saved game. Here is a screenshot of it. I'm guessing this is a common bug.

P.S.

I hope this helps you out. I may update this doc or just message you on FA if I notice anything else. I hope you don't feel I was being too critical. My goal is not to be demoralizing, I just want to point out possible improvements and alert you to potential stumbling blocks down the road. I hope to see you succeed and can't wait to dive into the story.

Best of luck

-Kenny