

PC SPECS

Processor - Intel(R) Core(TM) i5-10400 CPU @ 2.90GHz 2.90 GHz

Ram – 8 GB

Graphics Card – NVIDIA GeForce GTX 1650

CAMP

FPS 24-26 **high**

FPS 40-50 **medium**

FPS 56-62 **low**

SWAMP

FPS 32-38 **high**

FPS 50-60 **medium**

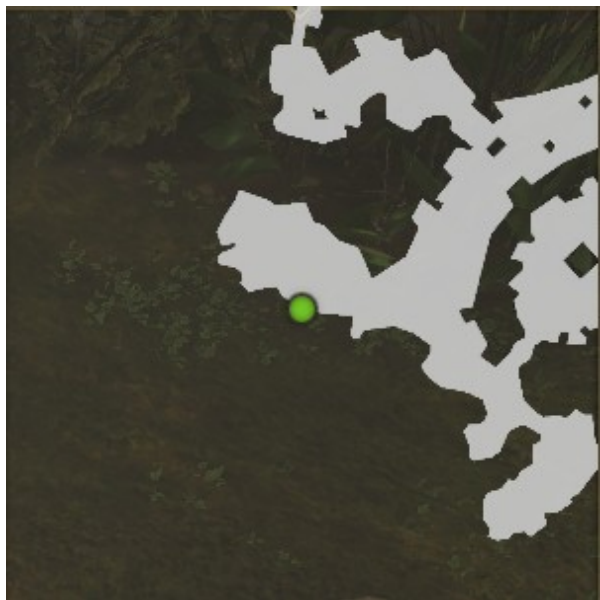
FPS 62-70 **low**

Textures and clipping

Quite a few places on the edges of the map look like they could be walked further on but rather clip prematurely. Following screenshots are the areas in question









This log blocks the character path while it feels like it shouldn't. If it is intended, then the log size should probably increase



Player should be able to go between the “finger” rocks. It feels bad to encounter such a nice environmental detail just to have your curiosity halted by an artificial wall. Especially when the gap between them seems to encourage the player to explore the space beyond them



I get stuck on terrain here and the character stutter steps in place trying to “unstuck” itself. A gargoyle mob also got stuck on a very close-by spot just south of here



The terrain verticality of the hill could be emphasized here. You can only notice it when zoomed in and while zoomed out it feels like you should be able to walk further. It looks great when zoomed in though, which is why I think emphasizing rather than removing would be best



Same here. The terrain height difference when zoomed out is not obvious so it feels like player should be able to get on the bridge from the sides too. Enhancing the height of the bridge and connecting land would probably fix it



SWAMP 3

FPS 3-28 **high**

Continuous 3-18 fps for the entire map outside of the north west corner swamp which was on 20-28. Most strenuous part was the spawn point and surroundings with 3-10 fps average.

FPS 25-40 **medium**

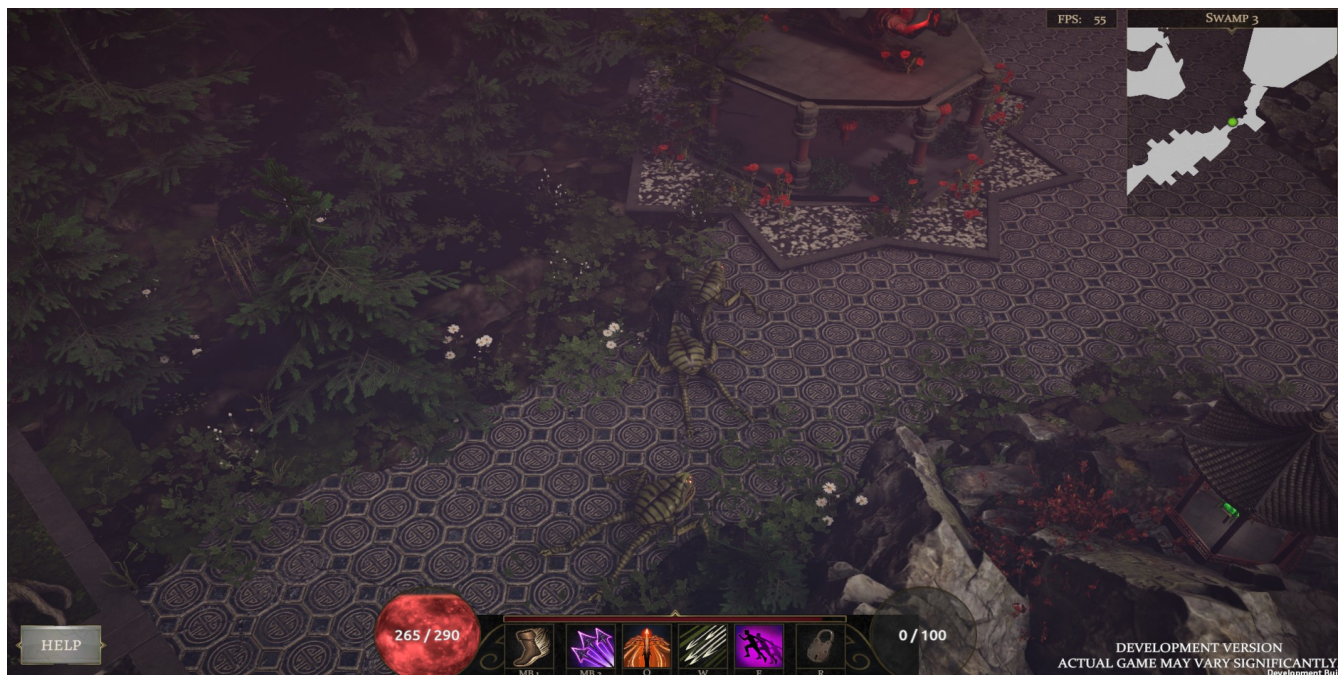
Curiously on medium the starting area was a lot smoother at a 38-40 fps while the big metal/stone rings area dropped a lot to around 25. One thing I noticed is that the lightning decreased a lot in the starting area from high to medium settings, while the rings area kept it's brightness. Fps drop could be due to that.

FPS 40-70 **low**

Same as medium. Start and most of the map are 50-60. North west swamp highest at 70 and ring area lowest in the 40s.

Textures and clipping

Similarly to Swamp whenever I see brown terrain without obvious height difference I expect to be able to walk on it



Same here in the first picture I can not only walk on flowers but also go down to the water. In picture two I expected to be able to walk towards the water again but the character stops even before the flowers



I'd make the brick edge of this building slightly taller. You can see it has depth once zoomed in but while zoomed out I feel like I expected to be able to walk on the rose area



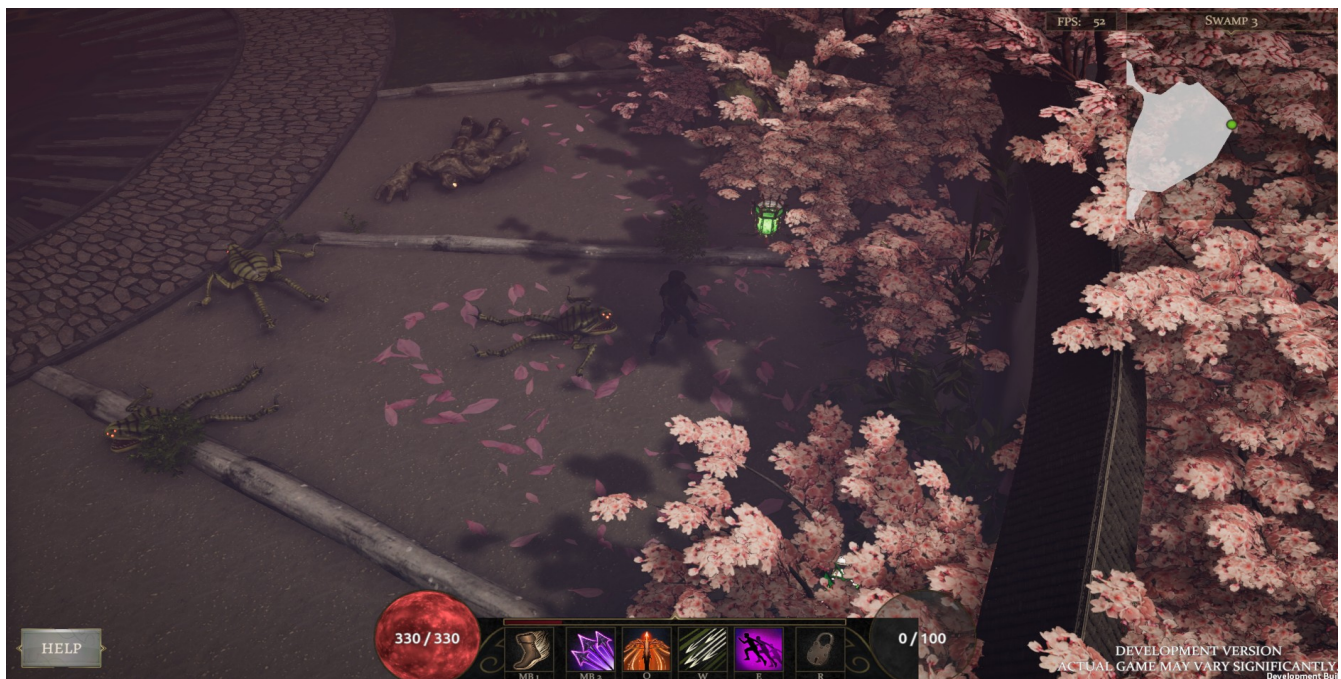
Didn't expect character to be able to walk on vegetation here. Was pleasantly surprised when it did. More of this please!



Would be nice if these branches were elevated and player could walk beneath them



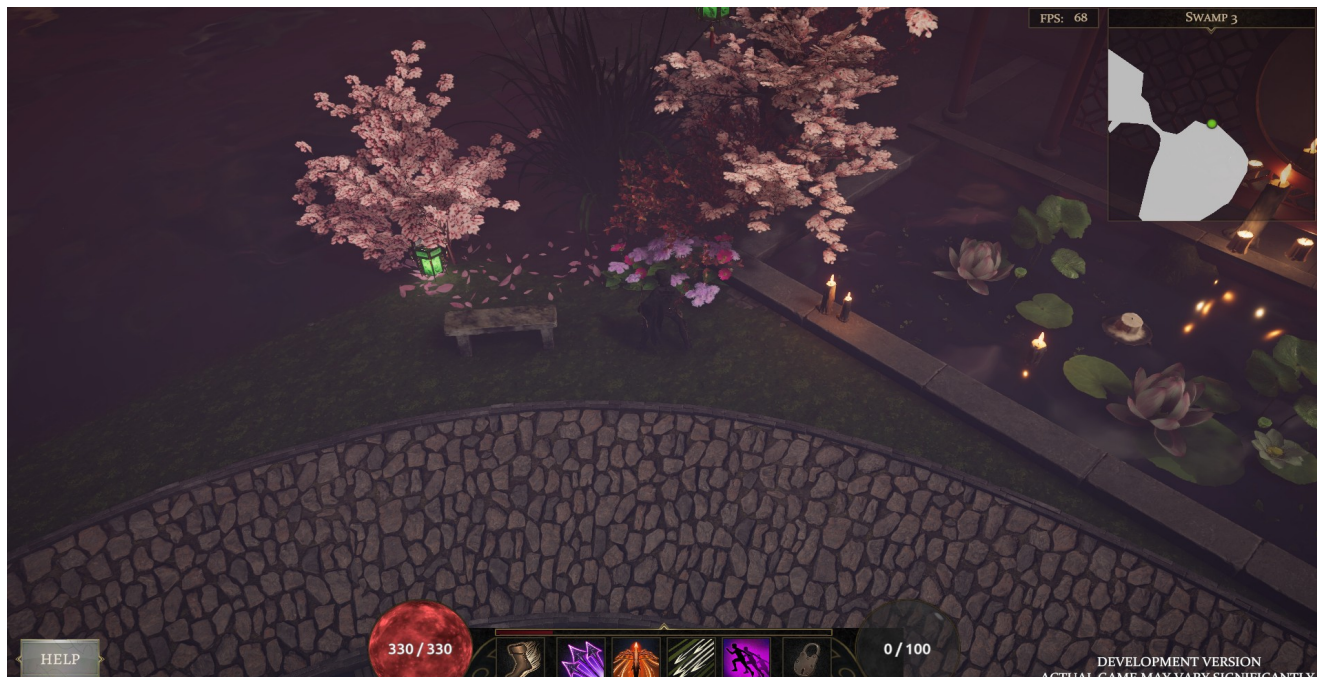
Unexpected invisible wall



Expected to be able to go further



Bench wall too thick. I'd like to be allowed to get closer to environmental objects



Same here, want to be able to get to the edge of the rocks.



Can walk on two horizontal ones but clip on the one pointing upwards. I'd remove collider on that one and make them all equally walk-through.



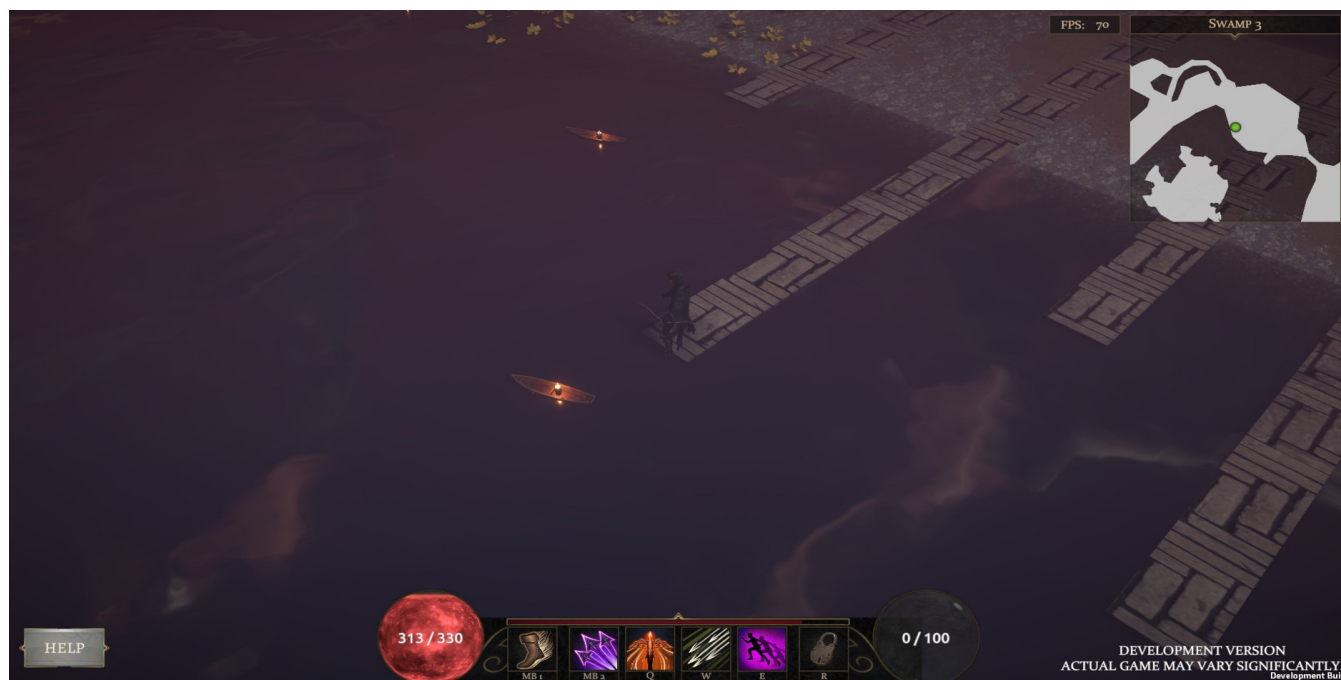
Can step in water and entire bridge is un-climbable aside from this spot. I can get up from the river on this spot. I think character should be able to get up everywhere or nowhere.



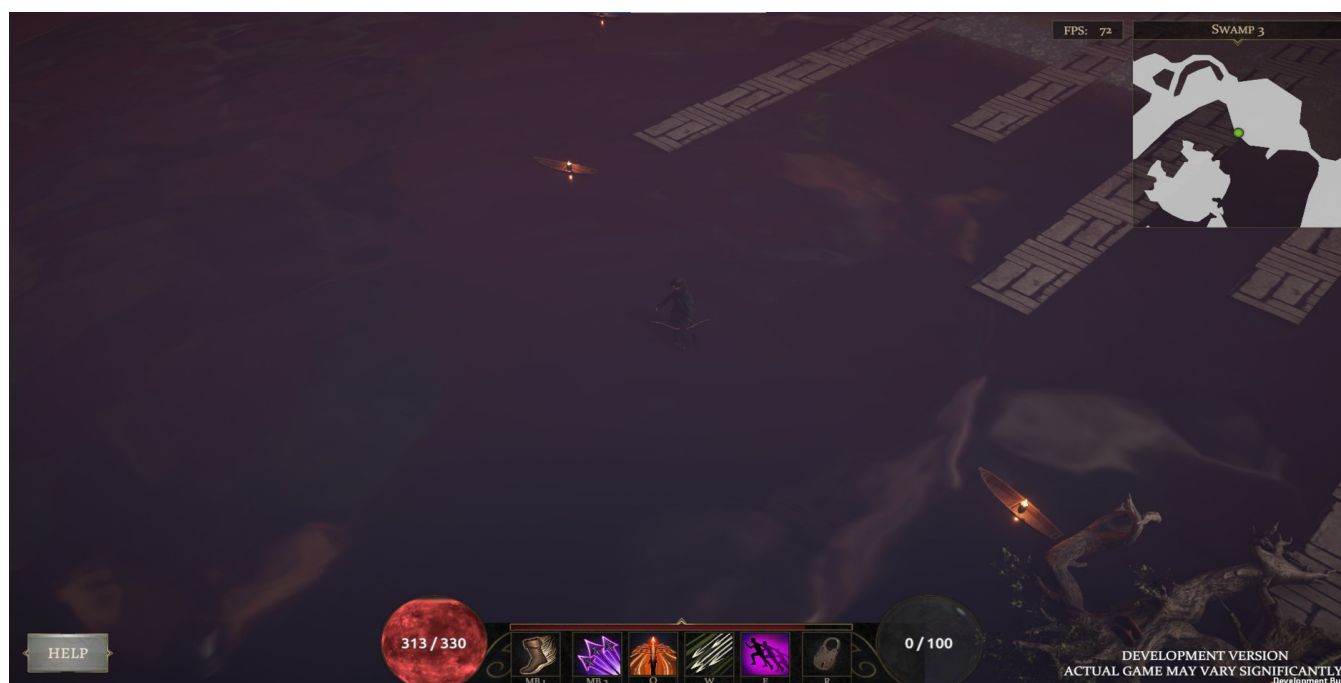
I'd like to be able to walk until the very end of these planks



Like this



Didn't expect to be able to go that far, felt weird. Don't think player should be able to get past the wooden planks here



Same here, feel like I shouldn't be able to get here



I'd like to be able to have more movement available between the rings. The invis walls are very tight



Body clipping through rings



I like being able to find my own path to skip through small areas like this through the water but it feels weird coming from a heavily walled constricted areas like the rings



I'd like to get to the edge of the road



*I actually really like the reductive and minimalist aspect of this area as a contrast to the very dense rest of the map but I do still feel like it's a game of guess where the terrain clips and where the player is allowed to move here. Maybe some fog could help to strengthen the notion of “**this is where map ends**”. I have encountered fog occasionally while on high settings already but it did seem sporadic and strictly aesthetic. I think it could be a great functional tool on top of a thematic and aesthetic one.*



Some mobs got stuck under the arch here



CANYON

FPS 56-71 **high**

FPS 60-100 **medium**

FPS 60-100 **low** (same low and high peaks but with a higher average than medium)

FPS drop area

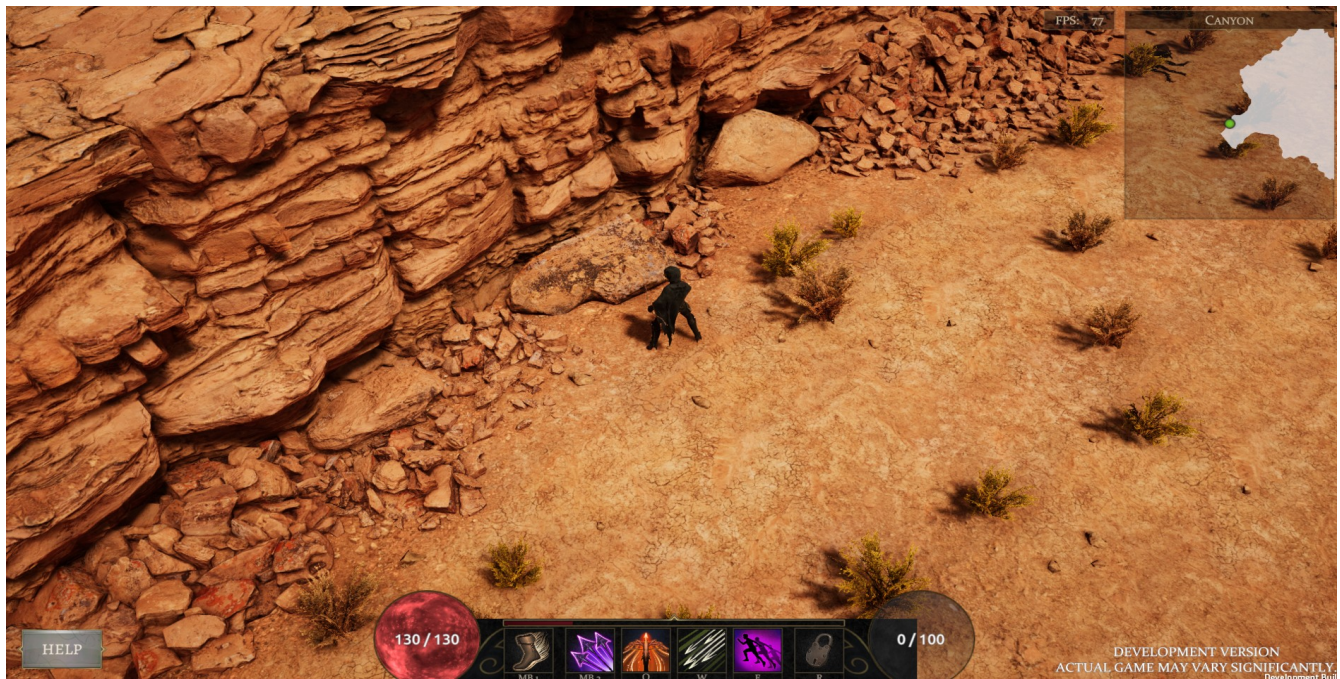


FPS peak area



Textures and clipping

Would like to be able to get closer to the bottom left corner of the rock. Invisible wall



Same



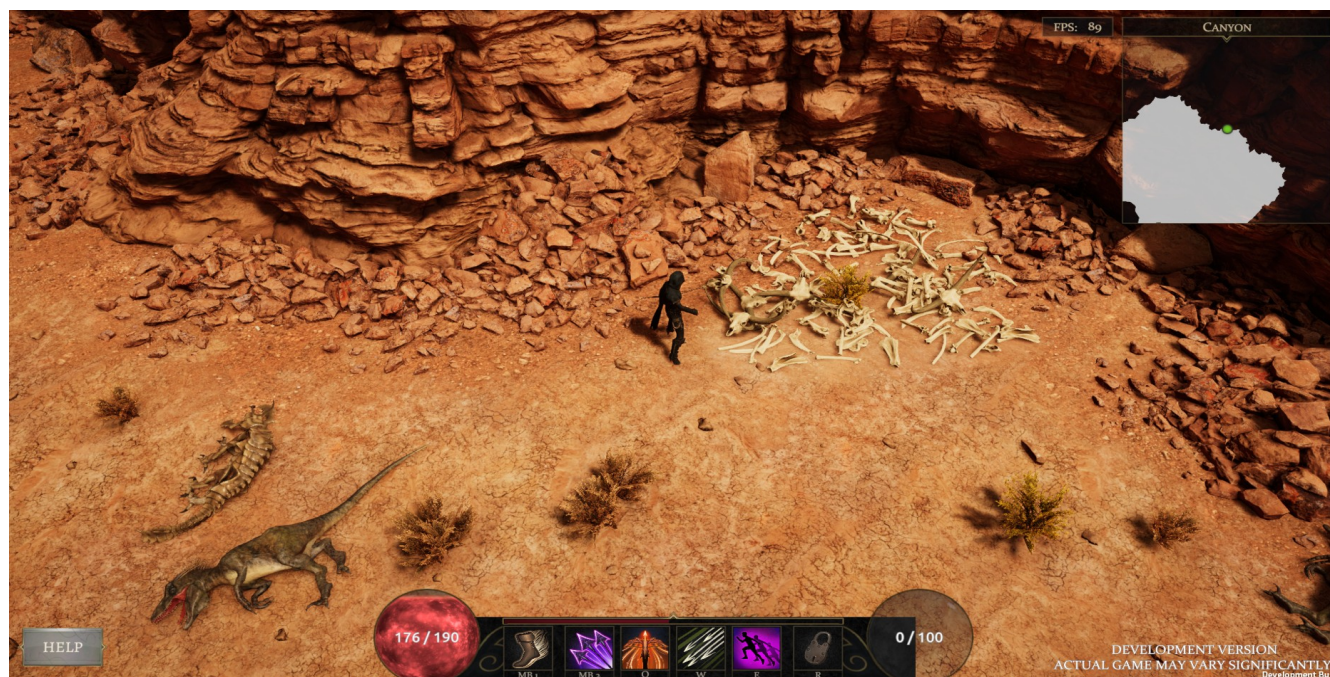
This is an example of how close I'd like to get to terrain edges. Good rock



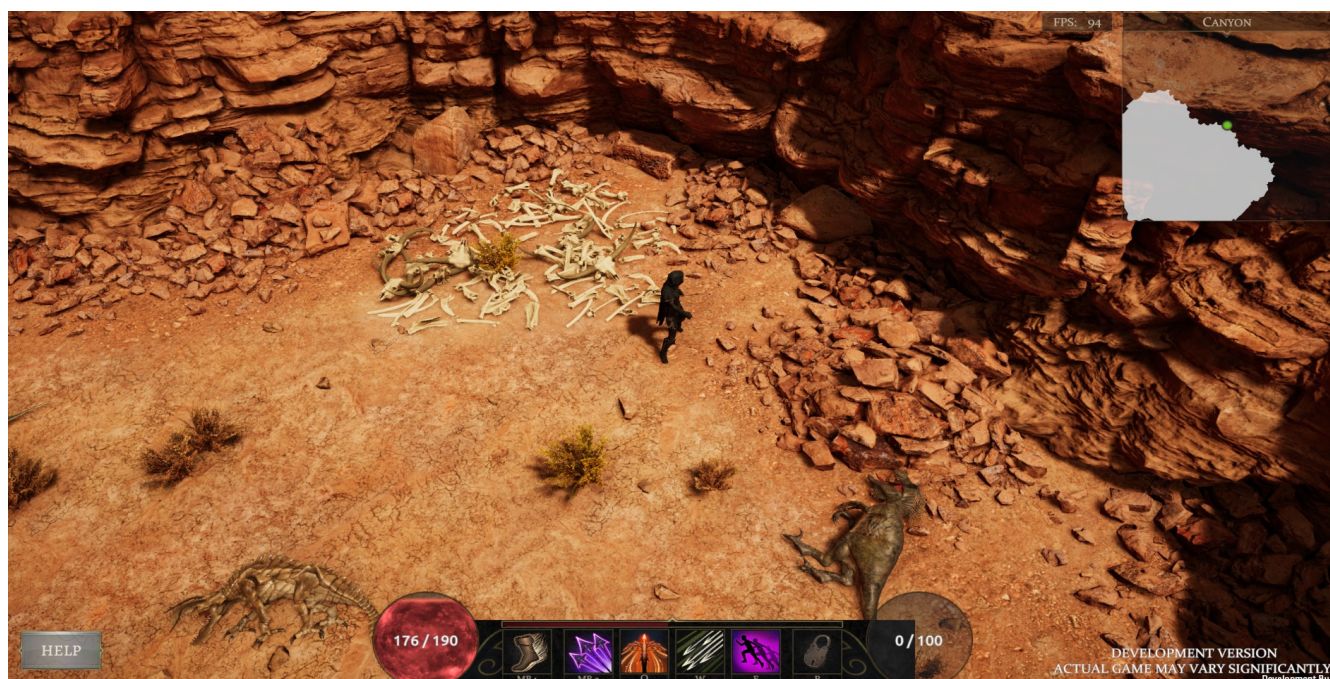
This wall is less obvious but I'd still like to be able to get a bit closer



Let me in!



Let me in (2)!



Let me in (3)!



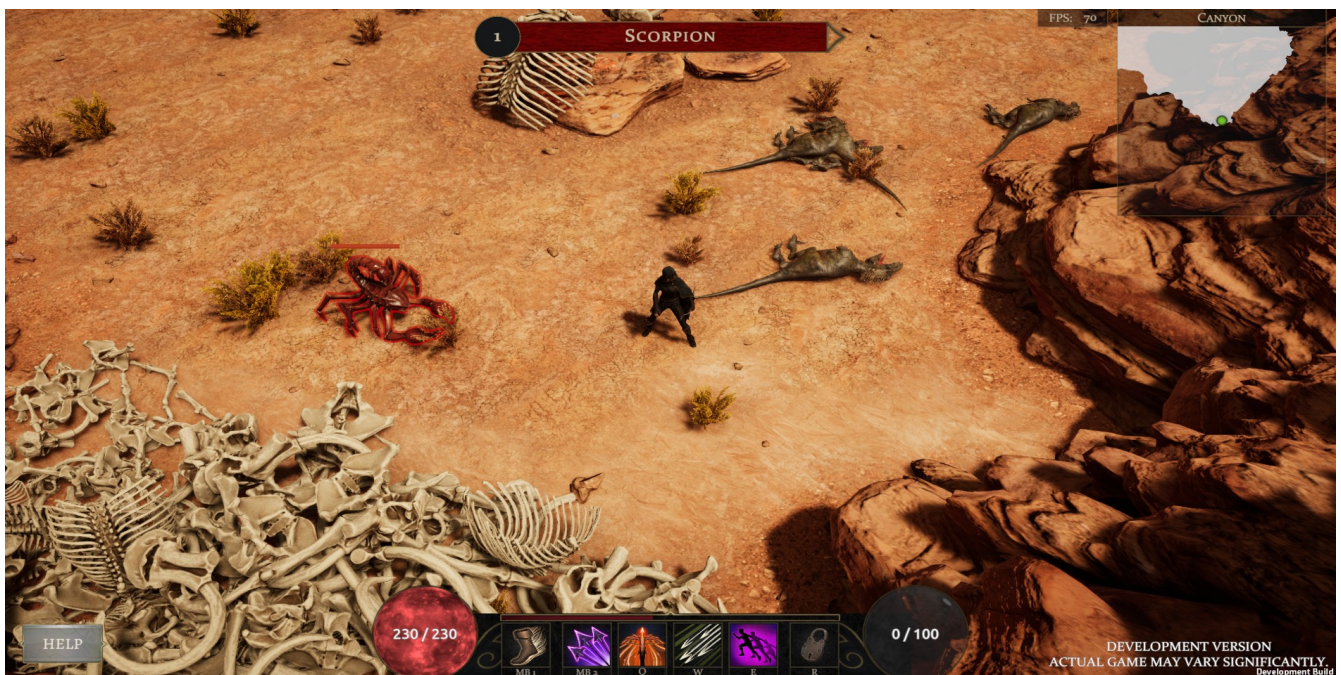
I'd like to get close to where the boss's right claw sits



This wall feels extremely good to hug. This should be the ideal standard of smoothness when it comes to map edges.



*That's the biggest wall I've encountered. I see the terrain changes to sand but I feel the difference has to be more obvious than that. The terrain difference also is **increasingly LESS noticeable** as the resolution goes down from **high** to **low**. Either change height/intensity or should be walked upon*



Not a big wall but I'd like to get a bit closer to the bones. I think it's the "smoothened sand" terrain which creates the clip. I like the textural change but as with everywhere else in the map I'd like for it to be *purely aesthetic* rather than *functional*.



Same

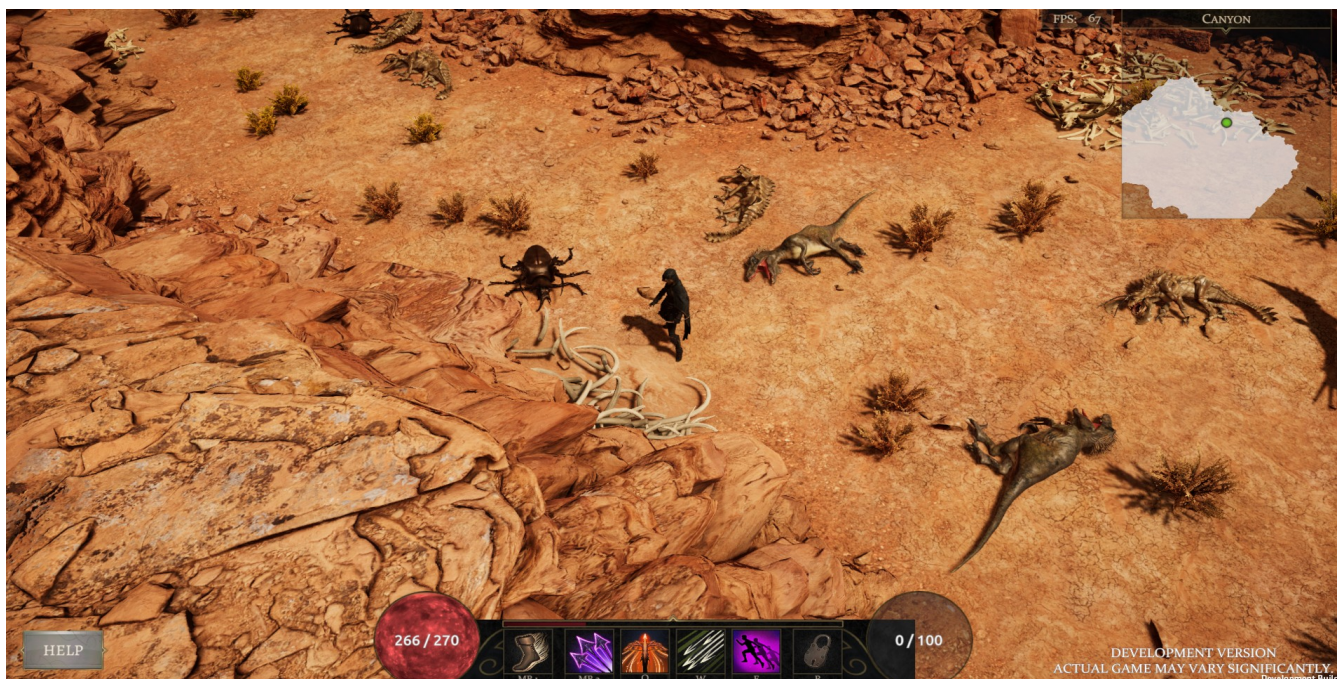
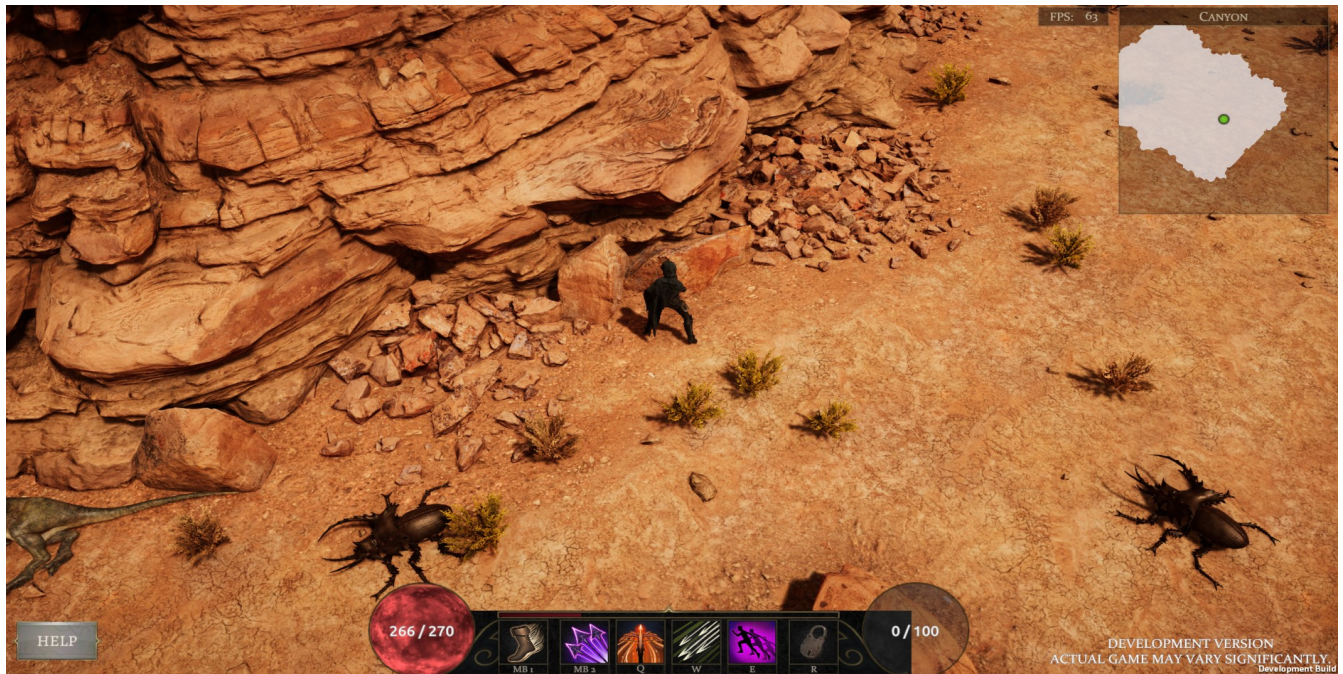




Big bones feel good walking around. I can get as close as I expected! Good standard



The central rock has a few places where I'd like to get a bit closer in. It's details here but I noticed a lack of uniformity on the various rocks and bones surrounding the central area which would be nice to have smoothed out.





This one is particularly noticeable. Sandy terrain which I think should not impair movement.



KNIGHT SPELLS

CLEAVE

FEEL - *I have only positive things to say about it. It feels great to use.*

VFX – *Very good. Aside from the pleasing aesthetic, the simple and reductive side of it truly speaks to my visual preferences. I like this A LOT.*

SFX - *I really like the way the SFX feels while playing. I'd add a couple of sound variations with maybe the current one being the dominant 50-60% and other two 20-25%.*

WHIRLWIND

FEEL – *Feels pretty smooth and good to use.*

VFX – *I'd prefer if the spell was more wind and dust or metal oriented rather than red magic. It could thematically work with the blood knight spec but I'd still tweak the visuals to feel more physically impactful. Feels too magic oriented to me atm.*

RECKLESS ATTACK

FEEL – *Never been a fan of combo attacks in A-RPGS (fk diablo monk) so I have a certain degree of bias here. One thing that I'm worried about here is how good the spell feels when spammed. Having to click a new target every swing on big packs of mobs could get annoying VERY quickly. Maybe something like an **auto-targeting hit closest enemy option** could help to make it feel smooth. Overall not my favourite but it doesn't feel too bad either.*

VFX – *I neither love nor hate the vfx. Looks alright with the exception of the 2nd vertical swing which I find a little clunky. Not a big deal though.*

CHARGE

FEEL – *Feels a bit awkward. It feels very light and lacks collision. When used towards enemies it goes through packs of mobs ignoring them.*

VFX – *I don't like the white wind/stripes. I'd aim to work on a spell tail that conveys a feeling of heaviness. A fully armored character charging into battle SHOULD feel heavy visually. SFX will do a lot of work towards this as well. Maybe a heavy SFX and a simple clean VFX would be enough.*

SHIELD BASH

FEEL – *Feels pretty good to use although not as good as cleave.*

VFX – *Good, It echoes the minimal aesthetic of cleave and that's a + for me.*

SFX – *Not actually sold on the SFX. I think the impact sounds on creatures will make a big difference*

here so for now I'll give it the benefit of the doubt. Will need a few other WAV files to make it feel less repetitive and artificial. Might need a slight rework.

SHIELD THROW

FEEL – I really like it, nothing bad to say about it.

VFX – I like it aesthetically and it feels very good to spam.

SFX – I think it feels good and matches the visuals. Only thing I noticed is the sounds cuts off abruptly on impact but that will be fixed at due time with impact sounds and volume fade-outs (Maky alrdy on it).

SHIELD OF DARKNESS

FEEL - Smooth, quick and reactive. Nothing bad to say about it.

VFX – Not a fan of the black colouring and shape of the visual. I'd opt for a more blood oriented berserker life leech themed colour pallet and a less confined geometry. Possibly removing the strong spherical outline would be enough in terms of shape.

LEAP

FEEL – Feels decent albeit maybe a little slow on the gcd. I'm sure haste would make it smoother as the character accumulates some.

VFX – I like it but I'd actually REALLY love to see the texture of the ground slightly break on arrival. Something like the landing of the angel in the new D4 trailer. It looks amazing and creates a great feeling of weight. Nothing too intense, just a potentially very pleasing detail. Might be hard to implement technically though.

EXECUTE

FEEL – Not a fan. Feels slow and clunky.

VFX – Not a fan either. The jump n' twist movement feels more appropriate for an agility based class like the rogue. I'd opt for more of a downward smash aesthetic or for a forward pierce. As mentioned I'm usually a sucker for reduced visual animations but here I'd actually add some blood or another element to make the spell more dynamic.

Finishers should feel a little more exciting than spamable abilities. Which raises the questiondo we even want an execute? Do we want to invest demo resources into abilities which are hyper-situational and not spamable? It is also potentially very hard to tune for end game where I'd imagine it would be almost universally mandatory.

ROGUE SPELLS

MULTI SHOT

FEEL – *Feels great to use and spam*

VFX – *I really like it. I'd personally tune down the white in the arrow tail a little to make it feel even more "realistic" but that should not come at the cost of visibility. If it's functionally required I'm also okay with that.*

SFX - *Soon tm as with the rest of rogue abilities*

CHARGED SHOT

FEEL – *As a hunter and ranger archetype enjoyer I'm a big fan of mobility and being able to shoot while moving. Marine blob in sc2 and WOW auto-shoot stutter step ftw. Considering how biased I am against stand still and cast type of abilities for this archetype I was pleasantly surprised by the fact it did actually not feel that bad. So it's a pass from me. I'd still never use it, but I can see it being liked by those who enjoy the playstyle.*

VFX – *Looks smooth and nice but it definitely needs a visual reinforcement to the cast time to visually represent the power of the ability increasing as the shot charges.*

RAIN OF ARROWS

FEEL – *Certainly a good ability to spam. I prefer multi-shot (bias much) but it does seem objectively nice to use.*

VFX – *I love the vfx. Here I'd question weather my aesthetic preference and functional visibility desire would clash.*

On one side It's kind of hard to know where the arrows are about to fall without a visual air-borne indicator such as the meteor rings. On the other I love the reduced aesthetic and I believe the players could get used to it quickly, like I did in POE which has a similar reduced visual approach (that I LOVE). It would also reduce the massive clutter this type of ability usually have, especially when spammed during high-speed clears.

Weather we choose to implement a targeting reinforcement or not I'm a fan.

DASH

FEEL- *I think the ability feels good. To make it feel even better I'd reduce the cast time for the initial animation so the players gets to immediately move away from danger without the awkward 0.50 or w/e input lag to start with (learnt the hard way through wow classic batching system kek).*

VFX – *I LOVE the visual of this ability. Not much else to say. Maybe I'd add a tiny bit of gray to mimic a smoke screen but I already really like it as it is.*

WIZARD

FIREBALL

FEEL – *Doesn't feel quite right atm because of the SFX extreme stereo and impact. It will be very nice once that's taken care of. Which will happen soon.*

VFX – *I like the vfx! I wonder if it could look even better with a bit more contrast. Little less brightness little more darkness in it. I'm visual pleb though so maybe I'm wrong.*

SFX – *Feels good in isolation but while playing there's a few very noticeable flaws. The sound is quite bass oriented which means it translated very poorly to wide stereo image. Once the stereo image is reduced it will hopefully sound as it should. If not I'll tweak it until it does. The explosion feels good once but if spammed it quickly becomes too prevalent. Already discussed this with Maky and he has created a system to implement variations so that'll be fixed soon (if not alrdy)!*

METEOR

FEEL – *I love it. Feels nice to cast and heavy on the impact as I would want a meteor to sound. The screen shake also does a lot for it.*

VFX – *I really like the meteor and impact, I'm not entirely sold on the rings. I'd probably tune them down significantly in either size, brightness or both.*

SFX – *I'm quite happy with it, although it is currently set to 2D (if not mistaken) and it should be 3D. Need to test again once it is actually 3D to see how it interacts with space and stereo. Will need a few Wav variations for the impact and maybe for the cast too?*

FIRE STORM

FEEL – *As usual I'm not a fan of channeled abilities but if I take that aside it does feel good to use. It's also reasonably smooth.*

VFX – *A bit torn on this. It does look good, but I wonder if I'd prefer it to be more "flamey".*

PHOENIX

FEEL – *Feels very good to use*

VFX – *I like it a lot. Similarly to fireball I wonder if it would look good with a bit of chromatic contrast. Either adding a bit of variety to the fire colour with oranges reds and yellows or altering the brightness a bit. That said I'm not sure how feasible it is without a professional vfx designer and it already does look good enough.*

SPARK

FEEL – *Feels pretty good, I like the speed of the bolt. Not entirely sold on the SFX. Might like it more once more varieties are introduced and mob impacts are in place.*

VFX – *I like it a lot, nothing to say here.*

SFX – *Needs additional variations and some additional testing once we have the other sound systems in place.*

THUNDERDOME

FEEL – *Feels quite good to spam*

VFX – *Love the vfx. Only thing I'd consider tweaking is the ground layer/circle. I don't have a specific idea on how I would change it, weather I'd want it to go, to be reduced in brightness, or even filled in with additional colour in the central ground area but I can see some space for improvement there. Overall very solid though and should not take priority until other more pressing issues are dealt with.*

SFX – *I quite like it*

FROST NOVA

FEEL – *Feels great*

VFX – *I definetely prefer the previous vfx.*

SFX – *Very happy with this one*

RAY OF FROST

FEEL – *Predictable channeled ability rant inc. Jokes aside the ability does feel quite good to use. It's smooth and the character turns reasonably quickly and efficiently. That said I'd boost the speed of turning even faster if I could choose, so the ray follows the mouse cursor in real time. Rather than taking a bit extra time if the cursor goes the opposite way extremely quickly.*

When used on mobs it feels like the dmg ticks too slowly. It's fine single target but when targeting a pack of mobs the dmg feels delayed when swapping targets.

VFX – *Not sold on the vfx, needs either white colouring reinforcement or some other visual addition to make it feel like a ray of frost rather than my grandpa's garden water sprinkler. Possibly increasing the thickness or overall size of the ray could also do the job.*

ICICLES

FEEL – *Satisfying to spam, I like it*

VFX – *Same as with ray of frost I'd try to reinforce it with some colour reinforcement. Either darkness and brightness adjustment, diminished transparency or additional blue or white.*

TELEPORT

FEEL – *I really like the way it feels.*

VFX – *Love the new purple sfx! Big fan!*

SFX – *Quite happy with the sound. We also have possible lightning variations in case we decide to change it to lightning based spell.*

GENERAL THOUGHTS

CAMP

Not sure if this is supposed to be a playable area or just a temporary playtest spot.

That said I immediately thought something was odd about the torch shadows. As I looked I noticed a pretty striking similarity to the celtic cross which as an italian has a very clear political connotation. One could argue celtic cross as other re-appropriated political symbols had pre-existing history but I doubt the topics deserves any energy spent towards it when it can be easily changed and avoided entirely. Plus to be honest the shadows just don't fit the torches in the first place :P

This only happens on high resolution.

SWAMP

I really like the level of detail and thinking that went into It, there is clearly a lot of work behind it. The lightning, the props, the wide variety of foliage and trees on top of unique details like the finger stones, statues etc. I also really like the murloc-like creatures and the nagas (medusas). Not as much of a fan of the gargoyles.

SWAMP 3

The level of detail here is even more impressive than swamp 1, to the point where it feels almost overdone at times. I also quite liked the contrast in the north-west area that is very sparsely constructed compared to the rest.

It is an aesthetically beautiful map which my potato pc struggles to run smoothly even at the lowest settings.

I like the ents, the golems and the mummies (although I think they thematically belong to the canyon or desert rather than swamp). I'm not a big fan of the frog-like creatures. They somehow feel like they belong to a sci-fi genre more than fantasy and they are a bit too insect-like rather than amphibious. I

understand these things are personal opinions and heavily limited by resources for now but I still like to point out what I feel regardless if there's a possible near solution or not.

I'd also like to bring something up which is related to level design, although I know this playtest is not so much about design as it is for technical functionality. I think swamp 3 is VERY linear. I feel like it's rare for A-RPGS to have such linear map design outside of buildings, caves and generally indoor architectures.

I felt my freedom was restricted and felt rather enforced to move forward rather than encouraged to explore at random, which is exactly what I'd want to do in such a beautiful map. I can agree on the fact that campaign maps could have a certain degree of linearity but I'd personally be mindful in the future to keep this linear design as the exception rather than the rule, even for campaign.

CANYON

Love this map. It has a minimal design compared to the swamps but I think it really does work beautifully. The lightning is great, the environment looks fantastic and it's lack of linearity makes personally more fun to explore. The bones are also really aesthetically pleasing!

I like the creatures outside of the dinosaurs, somehow I don't feel like their fit thematically to an underworld mythological fantasy. I'd be very happy to see some more humanoid mobs here such as the swamp's mummies or even some orcs and goblins (personal bias).

BUGS

This only happened once.

After downgrading texture and rendering quality from high to medium in the main menu, I tried to log and my screen got stuck with a window I could not close. Tried to change to Swamp and got this.

Fixed on restart. The video settings stayed as I changed – Medium.

