

<https://itch.io/jam/brackeys-4/rate/723931?after=60#post-1898562>

Critiques and suggestions for Game developer of CoRewind

The graphics look great, especially for a game that was made in only 1 week. It has the blocky style of every single object being made out of simple shapes, including the player character himself. The lighting is incredibly smooth, giving the colors a gradient look to them which makes them not only beautiful to look at, but fitting for a minimal style. The enemy graphics contrast well with the dark background, so it's easy for the player to scan for enemies when they're looking around. The large structures in the background really make the areas feel more alive, like if you're in another world.

One thing that should be toned down is the glowing of the fire hydrant-looking objects in the first level. I thought these objects were supposed to be significant, or do something since they glowed so brightly:



Also, this might be a bit of a nit pick, but the shadows seem to change whenever my character turns or moves, which can be kind of distracting. I will demonstrate below in the videos, what I am talking about.



It's cool how there's lots of details in the audio, such as the lava having the hot bubbly noises, the portal making a deep aura sound which stops the music the closer you get to it, the footsteps the player makes, etc.

The shooting felt satisfying with its hard-hitting noise, and the enemy's monstrous hurt sounds made them feel good to kill. The player really has to strategize their movement and placement in order to kill the enemies. They can't just run into a large group expecting to kill everything, they have to plan out which enemies are possible to kill, and when it's the right time to grab some health. I'm hoping more enemy varieties get added in the future, as well as more weapons for the player.

When I started the game, WSAD didn't allow me to move which confused me, until I saw that the controls transferred to my XBOne controller. However, the controller only seemed to support the movement of the character and wouldn't allow me to look around. So because of this, I was forced to unplug my controller in order to play the game. Perhaps in the future you could include an option to choose between a controller or mouse + keyboard.

It's kind of awkward to control the camera since the vertical mouse movement is much slower than the horizontal movement. Horizontal + Vertical speeds is another thing that should be added to the options menu, even if the vertical movement range is meant to be limited.

It is a bit annoying that the rewind mark gets placed when the input is either pressed or released, which causes it to spawn twice unless I hold down the button. This could probably easily be fixed by changing it to only work on `GetButtonDown`.

One thing I wish I knew for the boss fight was that rewinding restores your health. I spent my first playthrough thinking I had to use my rewind ability to dodge the boss's attacks like if it was a Dark Souls boss, trying to dodge right before the projectile hit me. However, I always ended up getting hit by the tracking projectiles. I only found out on my second playthrough that rewinding restores the player's health, which then allowed me to beat the boss much more easily. The player should be told in the tutorial that rewinding can restore your health so that they don't end up getting confused on how to beat the boss.

When I did figure out how to beat the boss, it kept me at the tip of my toes, utilizing my rewind ability in order to restore my health while trying to keep my distance from the boss. Perhaps you could utilize the "time travel near a breach" ability so that it can be used to dodge enemy projectiles right before they manage to hit you, instead of it only being used to jump over hot liquid.

I hope you found my critiques and suggestions helpful.

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