



GIG-A-ECONOMY

Action Items

# Positive Takeaways

Feedback indicates..

- Level Design is pretty solid!
- Movement/Feel is good 😊



# Improvement Takeaways

- Further clarity in level routing, abilities, and UI
- Difficulty tuning for missions and enemy encounters
- Polish functional elements



# Multiple Missions!

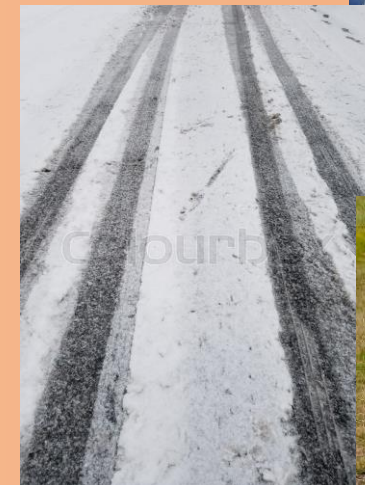
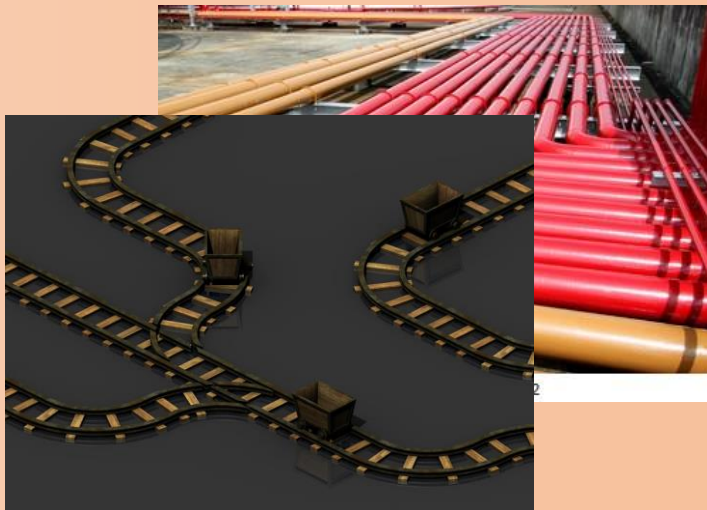
- Implement/Bugfix **ASAP** in order to assess and tune
  - Very likely to significantly impact the flow of gameplay
    - Perception of difficulty
    - Risk/Reward
    - Choice points
    - Routing
    - Direction





# Defining “golden” paths during art phase

- Developing a clear visual language across regions for intended pathing
  - Roads/Trails/Tracks/Pipes/Lines/Lights to indicate primary and secondary pathing
  - Use in conjunction with critical evaluation of spatial composition to aide in introducing directionality to the paths, ease in routing and navigation.
  - Agree upon Do's/Don'ts so that language doesn't conflict across borders.



# Enemy Tuning

- Make floating/bounce enemy more accessible to players
  - Removing blocking-collision when bounce-pad is activated
    - Player can engage in bouncing from different angles (below, to side)
  - Allow for more accessibility/less frustration by players
  - Increased flexibility for encounters
  - Increases usefulness of enemy to player
- Make bomber enemy slow down player during chase
  - A more apparent and immediate threat to player
  - Increases choice of engagement/risk-reward
  - Much more useful/impactful for level design



# Location Frequency

- Define intermediate locations between existing dropoff/pickup locations
  - Increase in these locations will aide in creating shorter/manageable routes
  - Will require more distinction of locations
  - More player coverage/routes/pathing



# Blast Charge usefulness

- Increase presence and value of blast charge ability
  - Opportunities for use (obstacles, positioning, etc)
  - Boost power availability
    - Increase boost power value
    - Increase frequency of crates
    - Increase single-charge recharge time
- Reinforce through UI
  - Clear indication of boost charge ready (full battery effect)





# Mission Failure?

- Mission timer simply indicates a multiplier of score value
- A base value for deliveries
- Allows for a base level of success to be achieved by players, with a call for mastery upon multiple playthroughs
- Choice/risk-reward in stagnant deliveries taking up “inventory”
- Punitive feedback can be getting in “trouble” for not being punctual, rather than outright failing.

