

## Nosey Joe – playtesting – played on original hardware – Peter Schmitz:

### Introductory cutscene:

- Font is very difficult to read on a TV using an original NES
- On MESEN or FCEUX the problem is non-existent
- Probably better to use a font that is thicker and gels better with the more cartoony pixelart style
- The text itself is too close to the text box's border
  - Better solved when talking to the shopkeeper
- It is possible to get stuck at that screen when smashing buttons (you know when someone is impatient and tries to skip the text 😊 )

### Character selection screen:

- Just some personal preferences:
  - I think that the skin tone of the mayor is too dark – in my opinion it should be more reddish
  - otherwise – I love all the character designs!

### Jumping:

- probably just a different preference but when jumping I expect the character to have a little bit more of inertia and maybe wouldn't allow to jump that high – but really depends on level design and preference

### Shooting:

- love the megamanesque feel and restriction to just one or two bullets
- what I noticed is that the bullets appear 4 – 5 pixels in front of the weapon

### Movement:

- when changing directions I kinda expect to have some inertia – like in Super Mario Bros 1 – maybe adding or activating “signed velocity” ?
- Otherwise you don't have that in Megaman games – so it's more of a design choice – but I kinda expected that in this game – don't ask me why
- I probably also would decrease the speed a bit

### Knockback:

- After getting hit – recoil is just too strong and it is possible to get hit while getting knocked back → adding invulnerability while in recoil state and adding some flickering would be great to give some visual feedback

### Explosion – after defeating enemies:

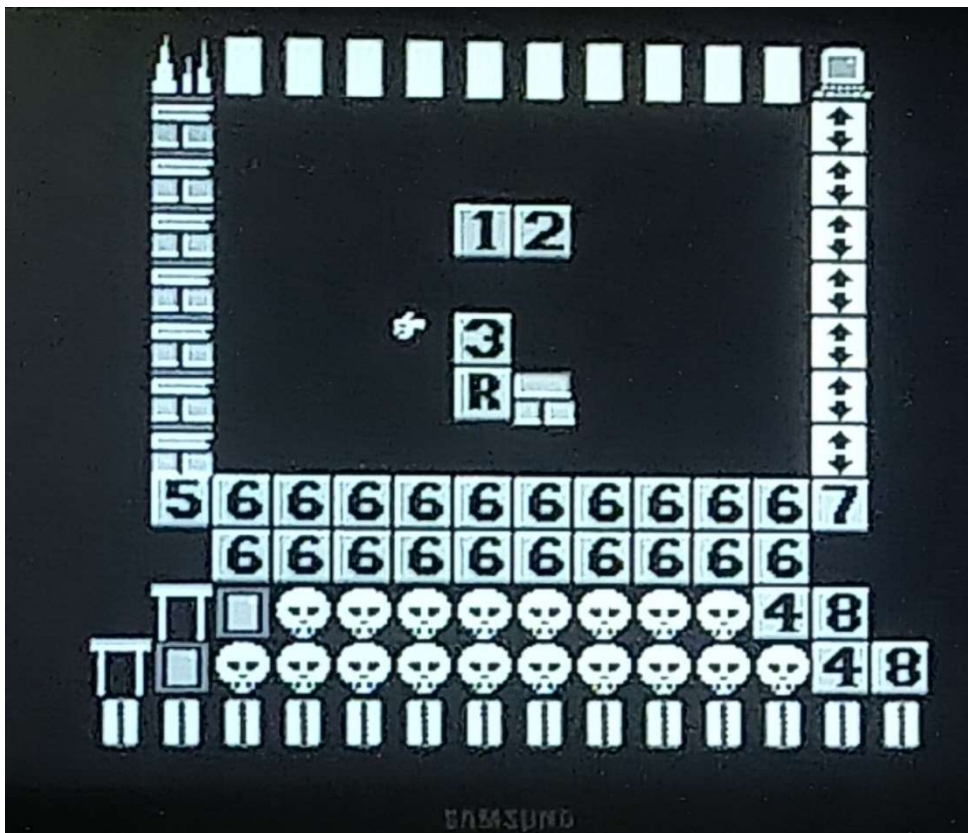
- I lost a lot of hearts after shooting the enemy and running into the “explosion/disappearing” game object which really shouldn’t damage the player

### Enemy behavior:

- Not sure why but when an enemy walks off the screen he appears on the opposite side for a blink of an eye – not sure if that is just an overscan issue – only noticed that in this game
- Sometimes there are a lot of slowdowns – maybe just because of the big sprites or I have the feeling that there are duplicates of enemies loaded – couldn’t use a debugger or PPU viewer on real hardware but worth looking into it

### Save screen:

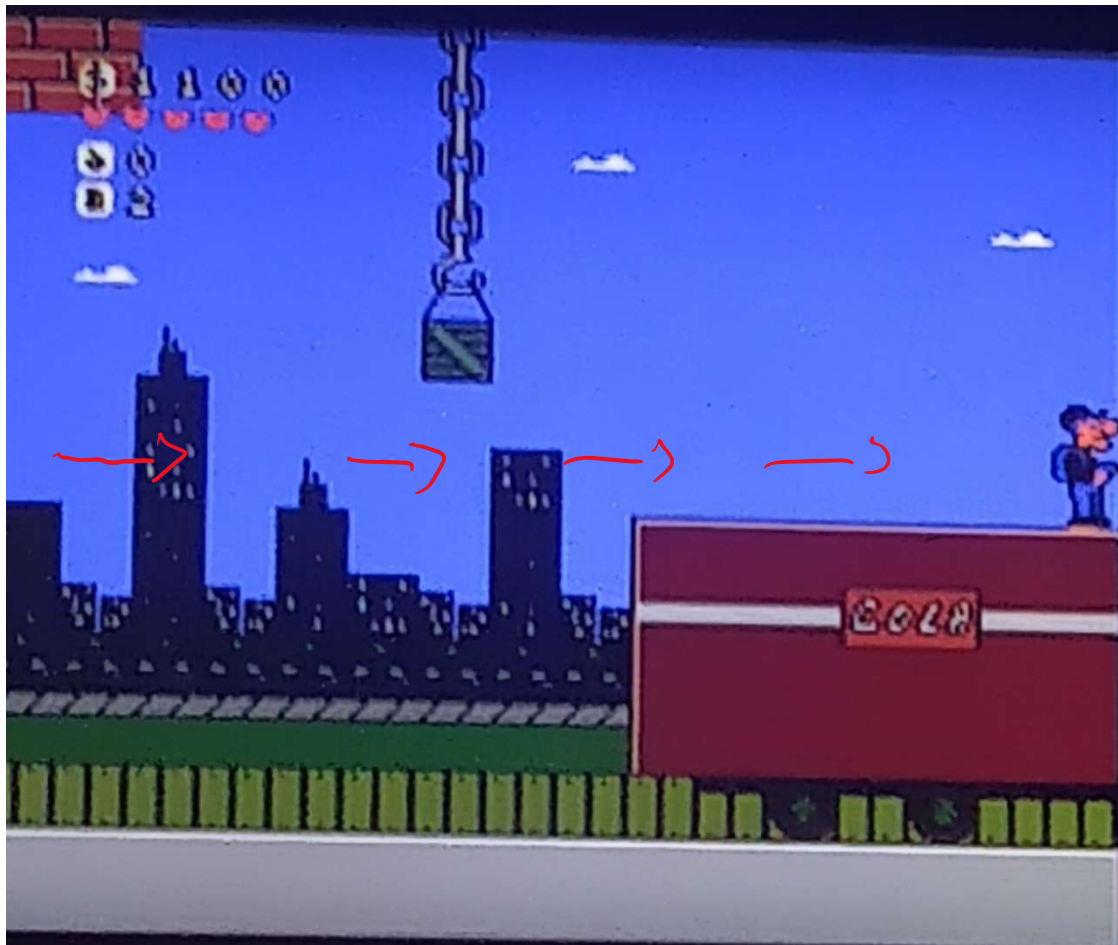
- Love the idea to use the PC to save your progress
- Occasionally when entering – the wrong nametable is used:



- But that happened only 4-5 times during playing that game for 2 hours
- Maybe some mix up with an x register value

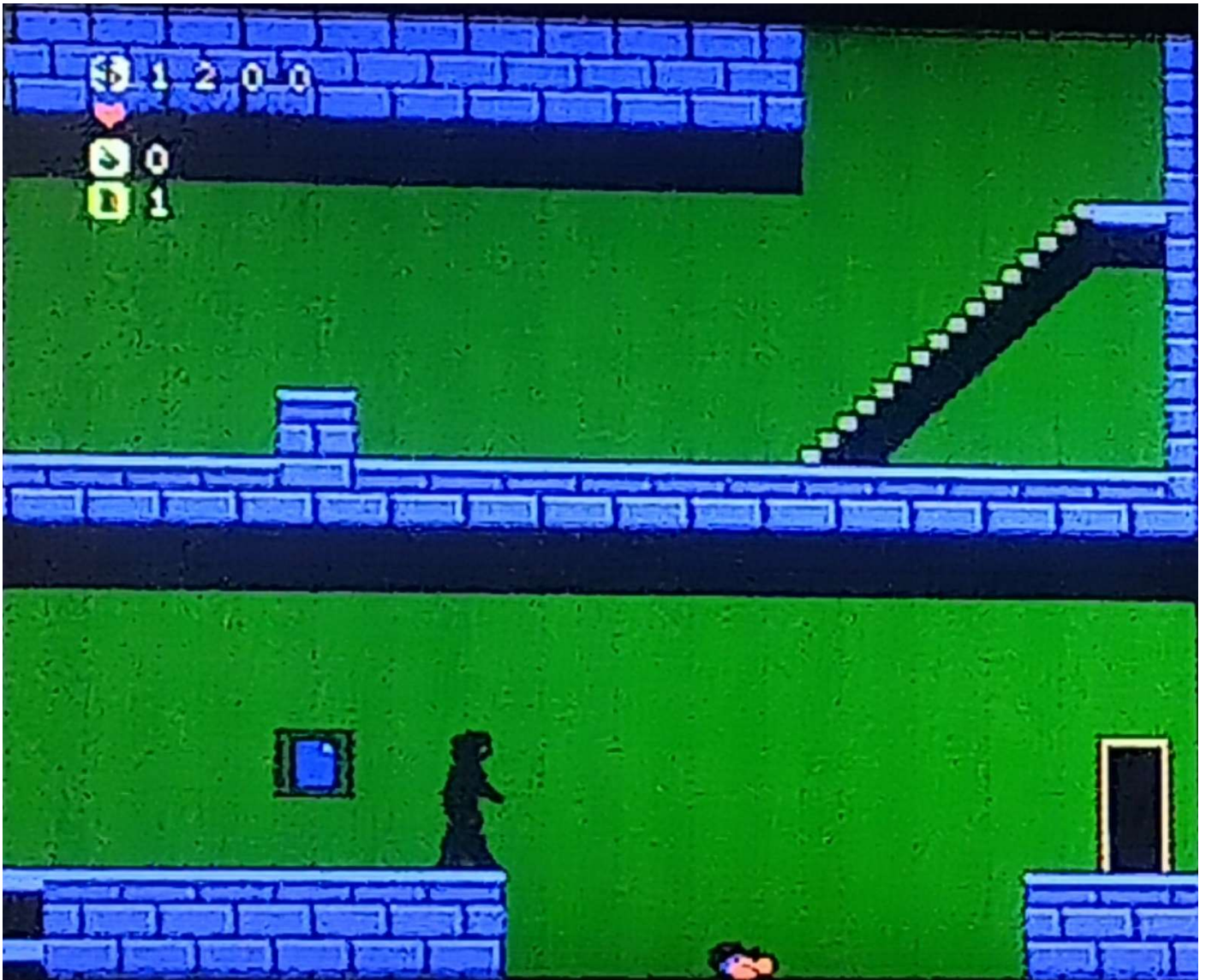
Cola truck screen:

- When standing on the very right edge and you shoot right, the bullets appear on the left side and move towards you



### Falling fails:

When jumping down to the screen below – the player sometimes just doesn't fall down but stands in the air (or on a solid tile that is at the top of the screen?)



- Maybe some 'edge' detection that is faulty – or due to the size of the player?
- That happens not only on this shown screen, but also on different other screens

### Edge behavior:

- When you move down – you also see the player's feet for a fraction of time at the top of the screen – I guess it also has something to do with screen edge behavior

Glitches:

1)



On this screen – when you jump up to the screen above and keep pressing left – you mess up the next screen resulting in this:



(sorry for the bad picture – my cell phone is not the best)

2)



Here the same – when jumping up and keep pressing left:



I guess that has something to do with the seam loading stuff.

3)



Don't know why – but here the tile is not loaded correctly and somehow very frequently on this screen

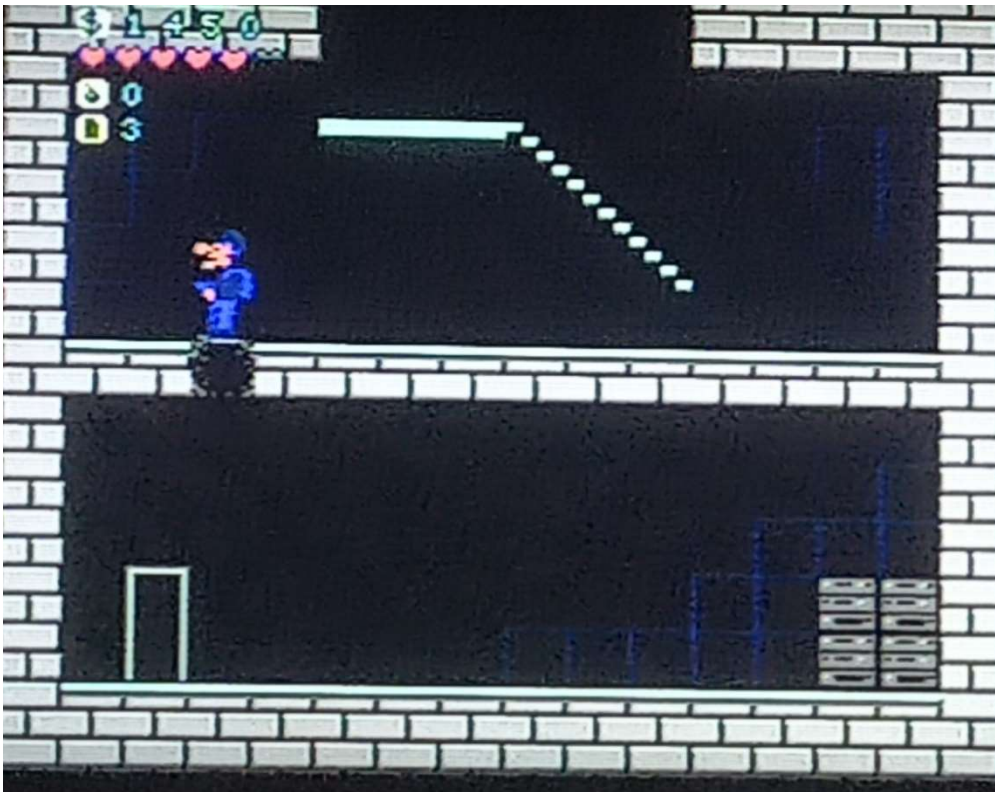
4)



This mostly happens when entering the screen from below (left side). I kinda remember that Dale said something on Discord that he finally found the solution to this problem while working on SJ's new cat game. But I can't remember if he posted the solution – it was not the seam fix on the forum

Miscellaneous things I noticed:

1)



After returning to this screen – you are not able to fall down this bombed tile – but only on this screen. On the other screen with the heart underneath – you can fall down as supposed

2) Using bombs

- it is not that easy to bomb the tile below – you really have to lay the bomb exactly in the middle of the tile you want to bomb – otherwise it won't destroy the tile. That made me think that I wasn't able to bomb the cracked tiles

- I guess you have to change the hit detection



3)



On this screen – the money bags keep respawning so that you can farm a lot of money – screen doesn't get triggered

4)

I wasn't able to figure that out myself yet, but It would be great to add a slippery effect when walking on the ice tiles during the snowy sections of the game

Most importantly:

- I really enjoyed playing it
- The mixed Megaman / Metroid playstyle is one of my favorites
- The art direction is very appealing
- The elevator selection screen is a great idea and that you need to find the access card to use it
- Even my son enjoyed what he has seen so far 😊
- - I didn't find it boring at all

At the end – I had 7 hearts, the elevator access card and the boots – not sure if I missed anything. 😊