Subnautica review… accessibility edition.

Where to start. **Reading,** am I right?

**Gameplay**

* Prawn suit gets stuck when walking through plants sometimes, forcing you to jump a bit to keep walking.
  + Constant confusion on when the prawn is walking on terrain, gets a ‘jumpy’ or ‘stuttery’ gait.
  + This isn’t really a performance issue, but can cause major motion sickness when expecting a smooth gait but having the screen jerk like that
* Some cinematics, like cyclops ladder climbing, feature a little jerk at the end where it positions the player to face the right direction.
  + This should be smoother to fit in with the rest of the cinematic, to prevent people from feeling discombobulated by uneven movements.
* Some ambient sounds, like random creaks and some bubble noises contrast way too vividly against the other ambient sounds, or have strange stereo signatures. (i.e. sound like they are closer to one side of the head than they really are)
  + This is not fun when heard at the same time as visual effects in the game, and cause moments of confusion that can break the attention of some players or confuse them into thinking the noise came from outside the game.
    - Perhaps add a slider for ambient sounds to go with music and game sound sliders?
* Color blind players might appreciate high-contrast modes that substitute certain colors for each type of color blindness.

**Virtual Reality**

* Obviously, there is not enough support for VR at the moment, as VR in subnautica is NOT safe for people with motion sickness problems or balance issues.
  + Perhaps a push can be made after 1.0 to increase quality of VR experience(?)
* Cinematics in VR are ‘janky’
  + Most cinematics are removed, like ladder climbing or hatch exiting, and replaced with teleporting (much easier on the eyes)
  + The cinematics that remain, however (placing a precursor key in slot, for example) feature the body model of the player becoming headless as the body scoots over to complete the cinematic, leaving the player’s viewpoint (head) hovering in space.
    - This could be fixed by teleporting the player viewpoint to the correct position during the cinematic and ensuring that the player model does not move, or deleting the cinematic altogether (just have the key appear in the slot)
      * Player position does not need to remain consistant, despite the Vive’s and Oculus’ limits.
* When trying to pilot a seamoth, cyclops, or prawn, the player’s in game model (body) goes and sits down in the chair, or stands holding the wheel, but the player’s viewpoint is left behind, free to move around as the player chooses, giving the impression that their head is floating
  + Fix could include forcing head position to remain on the player model’s position, at sacrifice of perfect head *position* tracking, should still maintain full 360 degree turning.
    - This would prevent the issue where the game makes the player body sit in a seat as much as two feet from where the player’s position is, sometimes well outside of the boundaries for movement outside of VR.
* The seamoth has full pitch and yaw in VR, and while this is okay in PC, (these views are good on screen), this movement in VR renders the entire world moving in relative to the player- meaning major freaks for a player’s sense of balance.
  + A possible fix for this could include restricting the seamoth’s pitch to 45 degrees from the horizontal in VR, minimizing extra-balance movement, or by keeping the player’s orientation closer to horizontal than the pitch of the seamoth (i.e. feels like they are leaning back or forwards into the pitching). Remember that this would feel more natural in VR as the player not only can control the movement of the seamoth, but of their head as well.
* The scale of objects in VR seems a bit off- I know none of the objects in the game are comparable to the real world, but currently the game renders the scale so that the player is about the size of a six-year-old.
  + Solution would be a slider for changing the render scale for VR, so players can match the scale of the world to their height.
* Some objects in VR, when held by the player, really obstruct vision or are too close to the face, i.e. the PDA or seaglide. Mostly the PDA. Seriously, looking at that thing from 6 inches away, when its so tiny, really hurts.
  + This might be fixed by the above mentioned slider, but it would also be nice if VR had different item holds to keep things away from the player’s face.

That seems like all for now. Really, the list of things that could be improved is endless. It would be a big problem if it wasn’t, because then it would mean the game is perfect, and the developers would be inhuman.

PLEASE- never stop developing games like subnautica. I will buy every expansion you guys can manage to make if it has the level of awesome the game has.

Ps. I agree that the Cuddlefish looks a little like Scott.