Dinner Party

Spaghetti Quest
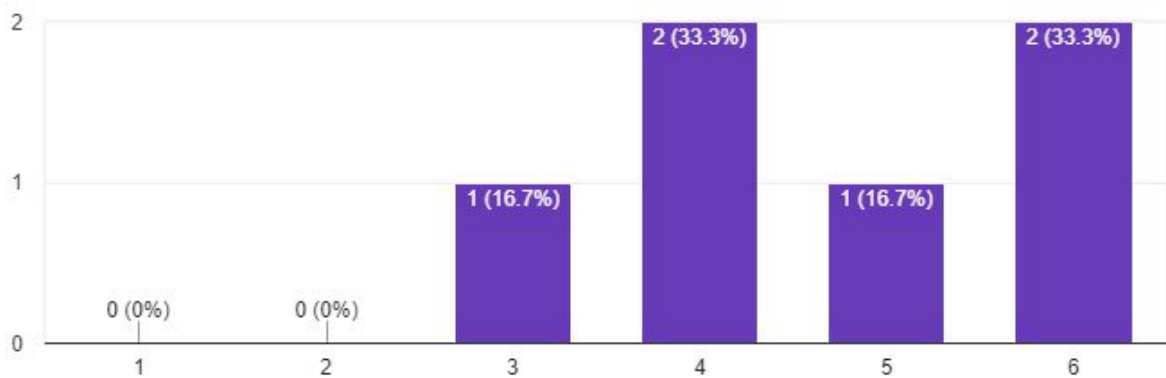QA Results and Feedback by Tim Carbone
Sprint 5

Results

How simple were the rules of the game to understand?
6 responses

Is there anything confusing about the game? If so, what is it? 3 responses
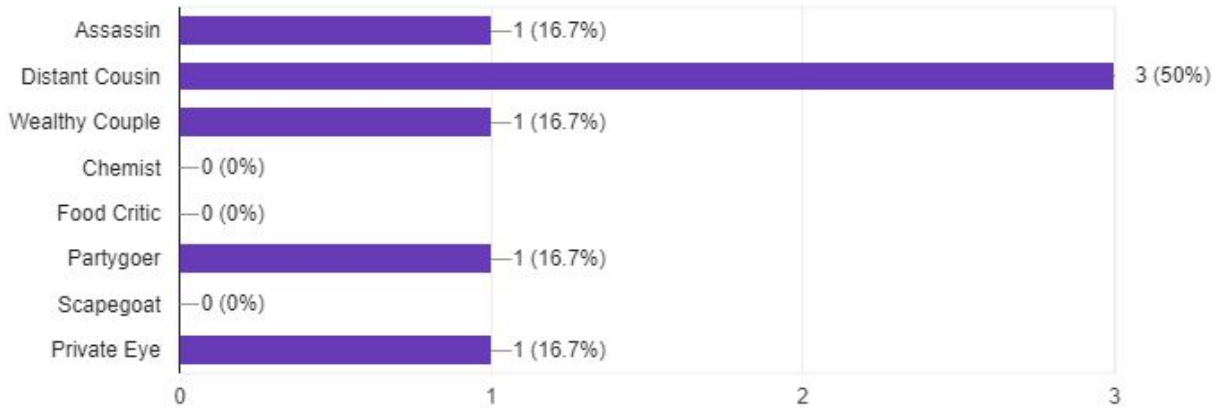
I didn't know who I was supposed to be poisoning

There is no indication of what is going on yet in the game.

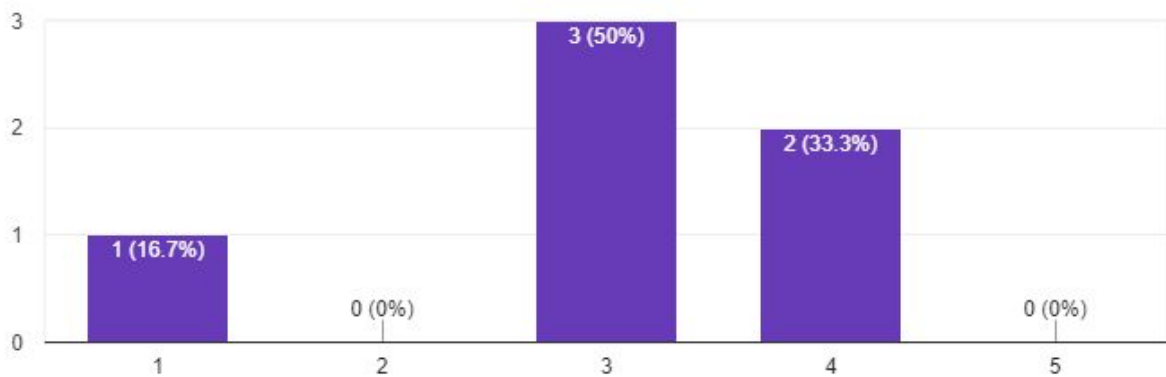It's pretty easy to get into once you start playing it!
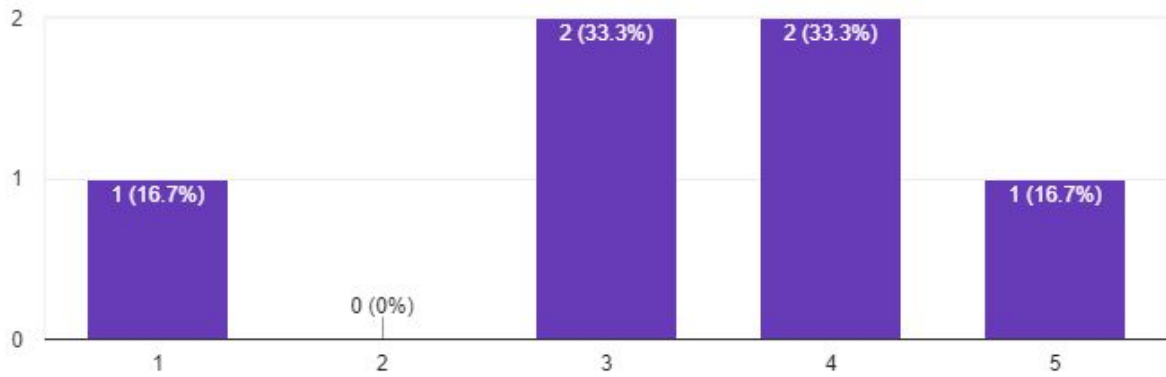
What role/s did you play?

6 responses

Role	Count
Assassin	1 (16.7%)
Distant Cousin	3 (50%)
Wealthy Couple	1 (16.7%)
Chemist	0 (0%)
Food Critic	0 (0%)
Partygoer	1 (16.7%)
Scapegoat	0 (0%)
Private Eye	1 (16.7%)

How much influence or importance did you feel you had in the game?

6 responses

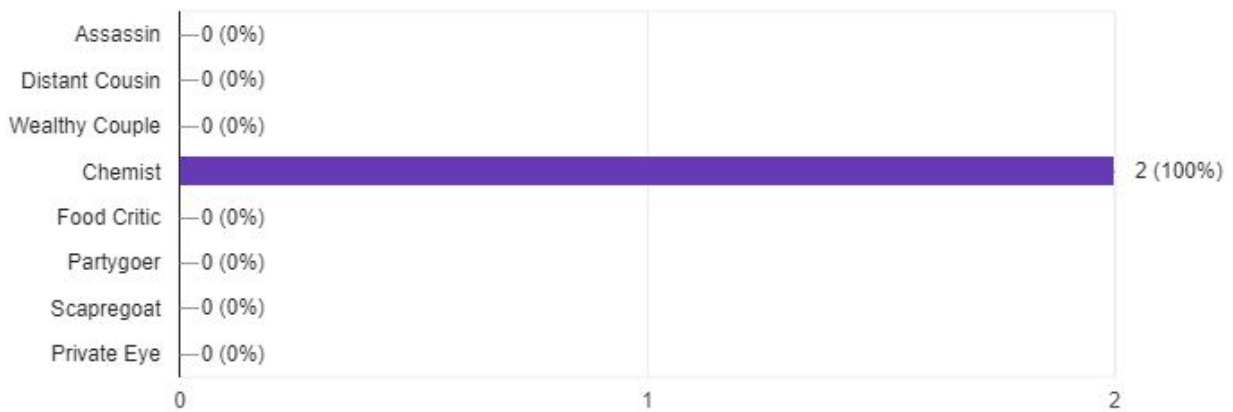| Rating	Count
1	1 (16.7%)
2	0 (0%)
3	3 (50%)
4	2 (33.3%)
5	0 (0%)

How much did you enjoy your role?

6 responses

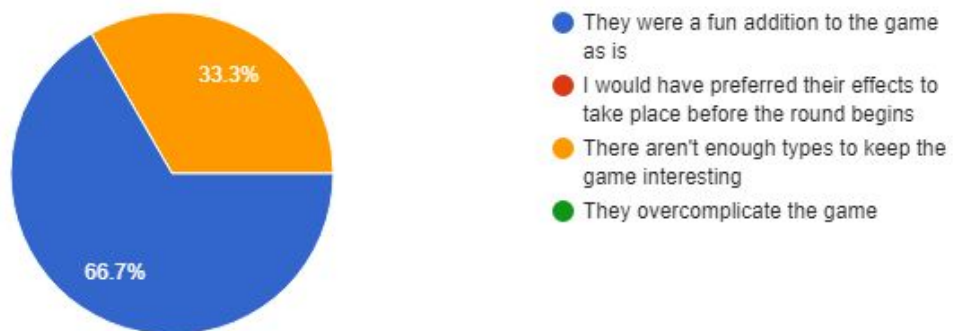## Did you feel like any roles were overpowered? If so, check all that apply?

2 responses

Did you feel like any roles were underpowered? If so, check all that apply?

2 responses

Role	Count
Assassin	0 (0%)
Distant Cousin	0 (0%)
Wealthy Couple	0 (0%)
Chemist	0 (0%)
Food Critic	1 (50%)
Partygoer	1 (50%)
Scapegoat	0 (0%)
Private Eye	0 (0%)

How did you feel about the special slices?

6 responses

- They were a fun addition to the game as is — 66.7%
- I would have preferred their effects to take place before the round begins
- There aren't enough types to keep the game interesting — 33.3%
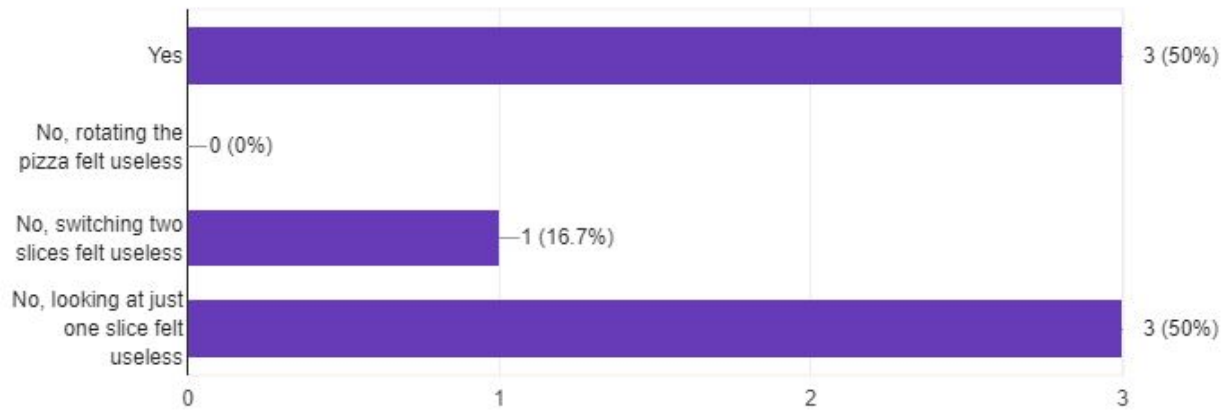- They overcomplicate the game

Were any special slices over/underpowered? If so, say which and why.

1 response

The game wasn't playable!

Did all actions feel meaningful and worth taking?
6 responses

Is there anything you'd add to the game? 3 responses
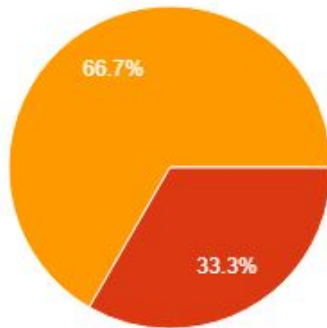A way to see who is marked

Could not play

More art!

Is there anything you'd take out of the game? 1 response

Could not play

How was the digital prototype in terms of implementation of features?

6 responses

- I was able to full understand everything going on.
- There were a few things that I couldn't do or weren't clear.
- There were a lot of things I couldn't do or weren't clear.

66.7%

33.3%

Do you think the art style fits the vibe of the game?

6 responses

- Yes!
- I think the game is more humorous and the art is too serious.
- I think the game is more serious and the art is not serious enough.

100%

The Good

As we have seen before, the game continues to be enjoyable for everyone who plays. The mystery and suspense are still highlights, and we are still confident the game is designed well enough that we can just continue to tweak. The prototype also has most of the features implemented that are needed to run a test, so it was exciting to be able to have the game automate everything.

The Not-As-Good

The issues before that we had including players not able to fully grasp the game until they play and a lack of variety in special meals are still present, but the major issue we found with testing was a lack of features and a few bugs that made it impossible to effectively test. The game did not have the marking feature reimplemented and any information that needed to be told to a player during a round was still being told through the debug menu. Therefore, our feedback is a bit difficult to work with since the games couldn't be finished.

Reaction to Results

We continue to be unsurprised by the results of the testing, as we understand our faults in balance and we continue to make strides toward these issues. The bug fixes and missing features were both fixed within the 24 hours after our QA session, and the game is fully playable as of right now beyond win conditions triggering on screen.

Future Plans

Polish

Now that we are coming upon the final sprint of the project, we are going to spend the last week polishing it until we have everything in it that we want. The game is pretty much fully implemented, so most of the time will be spent stress-testing to find bugs and getting the final art assets in.

More Additions If Time Permits

If time permits and the polish looks good, we will look into making our final gameplay tweaks and additions that we have all designed out. Time is the biggest factor in terms of this, but it seems probable that we will be able to have the game how we want it by the end of the final sprint.