**Game testing**

Game testing is an important part of the game development. It is necessary to test whether all features are working as intended, and also check if there are any (game breaking) bugs. We have done a playtest session with another project group, to receive feedback on our game and also test their game as well. In this document we will focus on the feedback we received on our game.   
In the text field below are the points that we wanted to get user feedback from, and which are important for improving the game. During the test session we let the other player play the game, while we were guiding them through. We asked some questions from the list below and also listened to other feedback given by the player.

**When testing we want you to look into the following points:**

*Is every button working in the menus? (start, pause, end menus)*

*Test all the pickups(and weapons in the boss room), the ink and the fountain. Is the frequency   
balanced? And are the effects they have balanced?*

*Try beating the game. Is the length satisfying?*

***Besides we have a few things for you to pay attention to:***

*Player*

* Is the movement/shooting satisfying? (docks and boss room)
* Which weapon do you prefer? Would you use only this weapon?
* Are animations satisfying? (getting hit, weapon effects)
* Do you feel like you die to quickly? Would you be able to finish the game without jumping? (stamina, hp)

*Enemies:*

* Is it a challenge to kill the boss?
* Are the attacks of the enemies balanced?
* Is the frequency of enemies appearing fair?

*Graphics:*

* Do the animations go smoothly in every scenario?
* Do the models collide well with the environment? (are the hitboxes well defined)
* Is the game view satisfying (camera angle, lighting)
* Is the map size (width) satisfying?

Known bugs (add bugs if found):

* while shooting water cannon and switching to heavy cannon, water cannon can’t be shot anymore
* Can jump infinitely when under the docks

We concluded the following from the test session that is important to change:

* All UI elements were looking/working fine, except for the options button, which we have not implemented yet in the game.
* The length of the game was just good.
* The movement and shooting aspects of the game work nicely and make sense.
* The game lacks some kind of tutorial. The player would have trouble knowing what exactly to do/what some items were doing. For this reason, we should make a tutorial (screen) where we explain how the game is played and what the items and pickups are doing.
* The spawn rate (rate at which the items get placed in the map) is a bit too high, especially the amount of fish. We should tweak this, and also differentiate in the rate of the different items (perhaps with probability functions?).
* The boss’ health is good, but the weapons are not balanced well. The heavy gun is too strong, while the water gun is too weak. The player prefers to use the heavy gun over the water gun.
* The boss’ rigid body is too light, which causes him to be pushed very easily by the player. We should change this, to make him heavier and not pushed as easily.
* The player’s health is good, so this will stay the same.
* There were too many rocks in the boss room, and they were too big. The player could easily hide behind a rock and not receive any damage from the boss. Therefore we should make them smaller and also decrease the amount.
* The camera view is a little too close for the game’s genre. For it being a third person platformer, the player wants to see more of the map, and also wants to see the boss from further away.

Having received this feedback is good for us to choose the things where we put our focus on.  
We also know what feature are (near) finished, so we can scrap those from our list as well.