# Testing Goals

How natural movement/shooting feels, is it good controls  
Game difficulty  
GUI makes sense.

# Testing Questions

Does the movement and controls seem accurate and responsive.

Is the game too easy or too hard, what makes it that way.

Do you understand what’s going on in the GUI and in the game.

# Feedback

By player

By dev

*Include here any feedback you receive, how important it is, and how many people have given the same feedback.*

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| --- | --- | --- |
| **Feedback** | **Importance** | **Count** |
| Very hard to control |  | 1 |
| Jittery car/movement |  | 5 1 |
| Unsure about controls, specifically drifting |  | 0 3 |
| Once hit by a few zombies you get easily overrun or they seem to “latch onto the car” |  | 0 1 |
| Needs more UI design |  | 1 |
| Countdown until game starts or instructions on main menu  Or zombies need a delay until spawning starts |  | 1 |
| Movement was smooth (seems to randomly change from smooth to jittery) |  |  |
| Player went straight to settings and changed them randomly |  | 4 |
| Nuke looks like the zombies “shat all over you” |  | 1 |
| Drift doesn’t kill enemies intented way |  | 1 |
| Game doesn’t explain shooting |  | 1 |
| Controls are good |  | 1 |
| Needs a control screen |  | 1 |
| Mis-interpretation of mechanics   * If you drive faster you can shoot faster |  | 1 |
| Drifting controls are ambigious |  | 2 |
| Really replayable |  | 1 |
| Sometimes incosistent with running into enemies |  | 2 |
| Zombies should have a radius around the player they cant spawn or cant spawn when onscreen |  | 2 |
| Health recovery |  | 1 |
| Auto-fire |  | 1 |
| Rare boss spawn |  | 1 |
| Reduce spawn rate |  | 3 |
| Garage needs a barrier or needs to be a safezone |  | 1 |
| Player can get stuck driving head on into a zombie |  | 1 |
| Zombies might need varied movement speed or pathing |  | 1 |
| Might need a way to prevent players from driving in 1 direction for too long (spawning a zombie cluster if they drive without steering more than 15 degrees for 3 seconds?) |  | 1 |
| Hitting a zombie displaces you left or right headon |  | 2 |
| Money needs to be easier to see on the GUI |  | 1 |
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# Actions

*Write about what actions you will take regarding the feedback. Keep in mind how much time is left for the project. (min 100 words)*