

TEST REPORT

Q1. Please rate your enjoyment of the game.

The responses to this question were all fairly negative averaging 2.6/5. This shows that more work is needed in improving the fun factor of the game, possibly by adding more gameplay elements or improving what's already there.

Q2. How complete did the game feel?

The responses for this question were varied but averaged at 3/5. This is acceptable but means that the game could do with some extra content, possibly more gameplay options, extra enemies or more levels.

Q3. How did you feel about the actual game aspect and how well it played?

The responses for this question were fairly positive and averaged at 3.4/5. This is an acceptable result, but means the game could be improved with some extra polish towards the actual game. This could be rectified with better level design, better AI or better controls for the player.

Q4. Did you find any game-breaking issues with the game? If so, what were they?

Only 2 testers reported bugs out of the 5 that participated. Both of these testers seemed to have trouble moving whilst shooting, and after testing this later myself I was able to replicate this bug by attempting to hold down the Left, Up and Space keys at the same time. This is an annoying issue that I attempt to deal with after finishing all the required gameplay mechanics. One of the testers also reported that they were colliding with enemies even though they did not touch them. I assume that the tester is referring to the large hit-boxes that do not fit the sprites perfectly. This can sometimes make it appear that the player is dying for no reason even though they have actually collided with a bullet or enemy. I have no fix for this because it is simply a gameplay mechanic.

Q5. In your opinion, what could be done to improve the game?

Three of the testers replied to this question. The first asked that the levels be improved and that enemies are made more varied. I can attempt to improve the enemies but I plan on leaving the levels the same. The second tester asked that collisions be improved, however like I stated before, that is simply how the game is and it is not something I can fix without revamping the entire collision system, and even then I cannot guarantee that collisions will be more accurate. The third tester asked for music or sound effects, however I cannot add that because it is simply above my skill level.