# Spider-Bro Playtest 1 Survey Summary

*Our group mainly did the play testing in-person on Monday November 10, 2015. Following, are the questions asked and the summary of the answers. In the “Spider-Bro Playtest 1 Survey (Responses).xlsx” there are the actual answers to the questions, and “Spider-Bro Playtest 1 Survey.pdf” is a blank questionnaire. These questions were asked after the tester played and were given in electronic form.*

## Question and summary of answers

### What is your first impression of the game?

* Easy controls to learn
* Graphics need work
  + Especially legs

### Did you enjoy this game? If so, what made it enjoyable?

* All enjoyed the game
* Fluid controls
* pitting was well received

### Were the graphics and components easily identifiable for their functions? If not, what do you think could most be improved in this aspect?

* Most said graphics were identifiable
* To some the mouth health bar was confusing

### Do feel that the game allows you to employ a multitude of strategies?

* Definitely.
* Somewhat. (20%)
* Not really. (80 %)
* No.

### What part of the game was the most exciting or fun?

* exploring the map
* spitting
* controls

### Would you ever consider investing in a game like this (considering its potential)?

* Yes: (20%)
* No: (20%)
* Other: (60%)
  + “Would be a fun FTP unless the game gets a significant amount of extra features”
  + “Maybe”
  + “Maybe on a mobile”

### Have you ever played a similar game? If so, what was it?

* pretty unique, one person said Nazi zombies

### Would you ever want to play this game again?

* Yes (100%)
* No

### If you could change something to the game, either adding or removing a feature, changing rules etc., what would it be?

* incentive to leave mouth
* add nests
* remove spider legs glitches

### Give a brief description of what you think the game lacks most and a possible solution

* Incentive to leave the mouth
* multiple scenarios or events
* More options, more reason to bite, more kinds of bugs.
* Main character view(spider) , bugs (are the bugs floating?)
* steady state challenge.

### Do you feel the AI is sufficiently challenging?

* Too Challenging (0%)
* Just right (20%)
* Somewhat challenging (20%)
* Not challenging. (20%)
* Boring. Needs work. (20%)
* Other: (20%)
  + Only challenge based on how many there are, which is fine.

### Do you feel your character had enough abilities to accomplish the goal of defending the sleeping human?

* Too many abilities, I rarely use them all.
* Yes. (80%)
* Not enough abilities. (20%)

## Summary of Improvements of Design

We have and are planning on adding the following (as mentioned in the design document):

* Nest Spawning System
* Fixing Clipping of Camera
* Fixing Animations
* Additional Sounds/Noises

In this miles stone we fixed the clipping of the camera and fixed some minor bugs. We are excited to include the Nest spawning idea.