Release Final Report

# Overview

This document discusses the overall accomplishments of our team while developing Staged! It also discusses how the game was tested, and by whom.

# Accomplishments

The initial pitch that we gave at the beginning of the term was to create an action-JRPG focused around mini-game combat mixed with a 3D world that connects battles.

Our goal was to target players between the ages of 12 and 30 that have experience with JRPGs. These players did not necessarily need to be skilled gamers, nor gamers with a large amount of time.

Over two months later, we have stayed true to our original design, while succeeding in making improvements to flawed areas of the original pitch. Our final game, is a unique blend of tile-based dungeon crawling and mini-game driven combat. In Staged! you play as three unlikely companions in your efforts to escape from a dungeon created by a madman who seems to want nothing more than to watch you suffer.

You will travel through 9 levels spread across 3 unique areas, fight a variety of enemies that will modify how you play, and ultimately come face to face with the madman itself, engaging in a final, dramatic fight to the death.

The entire game is accompanied by a story that drives the player’s motivations and teaches them how to play.

At the end of the project, we have completed all of our intended tasks, and added enhancements with regards to visual polish, content, and story. One small note to be aware of is that our implementation of the Animation Skinned Model can be found on Stages 5 and 9 in the form of the Mystery Box.

We were also able to balance and test our game relatively well, thanks to our testing strategies, as explained below.

# Testing

Our testing started during our alpha development phase and concluded after we had completed development on the game. We were able to confirm 18 individuals as testers.

In order to test our game, we used two primary strategies. The first strategy was informal, oral-based testing in which we asked our testers to demo our games live in front of us while they spoke about their experience while they played. This allowed us to get a general idea of what testers liked and disliked in a short period of time.

The second strategy was the use of a formal testing document that we would give to testers along with a copy of the game. The tester would play through the game and record their thoughts in the document so that we could examine their feedback in-depth at a later time.

This document looked like the following:

Titanium Beta Feedback Form

# Overview

The purpose of this form is to help you give feedback on the beta progress of Titanium, a strategy/action combat game.

Titanium is best played with a gamepad, but fully supports keyboard input.

Please fill out the following questions as honestly as possible, and don’t worry about hurting our feelings! All feedback is valuable to us. If you have any additional comments that are not covered by the questions, feel free to tell us in the General Feedback section.

Thanks for taking the time to help us make Titanium better!

# Tester Information

|  |  |  |
| --- | --- | --- |
| Name | Date (MM/DD/YYYY) | Gamepad (Y/N) |
|  |  |  |

# Questions

## What was your favourite part of the beta?

## What was your least favourite part of the beta?

## What would you like to see more of from the game?

## What did you find confusing or frustrating?

## How did you find the difficulty of the game?

# General Feedback

By employing these two strategies simultaneously, we were able to receive a large amount of feedback from a variety of testers, which helped us balance the game, as well as understand what was and wasn’t mechanically sound. A lot of our major changes to the game’s mechanics came as a direct result of tester feedback.

The majority of the feedback that we received was related to a general feeling of monotony while playing the game. We remained vigilant about this issue throughout development, adding complexity to the battle system in order to combat the feeling of sameness.

# Conclusion

To summarize, we feel that we’ve created a game that, given the time and conditions that we had to work on it, we should be very proud of. Staged! represents a complete, polished video game experience.

All members of the team put in far more work than was expected, even during parts of the term that were busy with other classwork. The completion of Staged! required a large, concentrated group effort, and we feel that the end result speaks for itself.

We hope you enjoy playing it!