**Quality Assurance – Alpha Build**

# Constructive Feedback

* **What is your initial feedback? (this can be about anything)**
* **Did you understand what was going on? How did you feel whilst playing?**
* **Did you ever feel bored?**
* **What was your favourite thing or least-disliked thing in the game?**
* **What was the worst thing or least-liked thing in the game?**
* **Do you feel inclined to play it again?**
* **Do you enjoy games of this particular type?**
* **Any feedback specific to the game’s mechanics?**
* **Anything else to add?**

# BUGS

**Note any bugs you find:**

**Steve feedback**

No instructions

The pig position should be closer to the middle of the screen

Couldn’t see the animals following the player

Didn’t know where the farmer was when walking down

Narrative needed

Make sure the mechanics fit that

Why are you here

Why doesn’t the farmer care about the pig in the first level

Could be that in the easy level he is fatter and slower

Think about what happens to the player when they get touched, at the moment there is an instant lose screen and it is quite jarring for the player.

Maybe pause the game and give some kind of audio/visual feedback

Tie the puzzles into the mechanics and the story

He liked the puzzles and the environment

**Other feedback**

Difficult to figure out how to move

Didn’t now how to open the gate - didn’t go to the gate at first, was their last option

Would be nice to have the player follow you in a small radius around the enemy

Like the grey of the place holder as it didn’t attract attention to it

Wanted to see if the chicken coup did anything as they saw the platform and wanted to go up it.

Maybe have a prompt that pops up when the player goes to the exit with no animal

Controls feel weird - don’t like the tank controls

Controls are nice when you get used to them, Want the ability to go backwards with the S key

**Quotes**

“I couldn’t complete level 1, not sure what I’m doing. I guess i am supposed to collect the sheep? But I get stuck in the pen and can’t get out”

We don’t want the player to feel dumb - Ethan

“Questionable tank controls”

“Camera made it difficult to see anything south of me”

“Why is the pig saving the sheep?”

“Alpha is Alpha so I get narrative probably isn’t a priority, but the diegesis could stand to have some context”

“Needs some explanation of controls, I only figured out E opens the gate through guess work”

“Does the farmer react to the sheep? I feel like I should have been spotted multiple times where I was ignored”

“Controls unclear at first boot up of the game”

“Not knowing exactly what to collect”

“Unclear On how to open the gate”

“Can climb over the fencing”

Main menu

Possibly move the buttons

Like that they were on rashers

Mae the texts wave with the bacon

Tell the animal to stay put

Charlie feedback

I guessed

Quickly that i needed to steal the sheep, possibly due to the gates and the sheep standing out

The camera should have the pig in the center, You have to take a chance when moving down.

Don’t outright know how to open the gates. Did it through trial and error

Didn’t realise the sheep were following me, was trying to push the sheep into the goal