CS3540 – OLA
Beta Release Playtesting

Tester Feedback

This section is for your tester to complete after playing the game.

1. What did you think of the game so far? Did it seem complete/polished enough?

Fun with a cool concept. Could be more levels. More items to be used. Cool to add more than just a flashlight.

Good foundation and good start.

2. How well did the game play when testing? Did the player controls feel intuitive?

Everything felt smooth and good enemy too easy make it harder.

3. Did you experience any glitches or problems with the game or controls?

Door displayed wrong text

4. What do you think should be added to the game to make it more interesting?

Be able to stall the guy have more abilities. Do something with the money other than the score have enemy be harder with each level

5. What do you think should be changed/removed to make the game better?

The stairs are immersion breaking look out of place

6. Any other comments you'd like to share:

Add some sort of intro to explain some of the mechanics

Observations

This section is for you to complete as an observer.

1. What did you learn from the playtesting session?

Game's too short and easy. More complexity should be added. Hidable objects are under utilized. Need to be incorporate more into the level design

2. Did you identify any issues while observing your tester play your game?

Door displayed wrong text.

Final Game Release

What is your team's plan for the final game release?

What will be your fair share of the workload? What will you personally contribute/be in charge of?

For now I have taken on Making the HUD nicer and making the Main Menu UI. Likely a few tweaks across Several Scripts. And the rest isn't full planned out yet.