**Game evaluation group assignment**

**Introduction**  
Our team decided to go with a pretty straight forward and simple game. This makes it easy to test and evaluate, but also to develop since, after all, we're learning Haxe from scratch.

In the game the player controls a top-down viking and must fight against infinite waves of enemies. The more enemies the player kills, the higher their score is. There are various abilities, which have a cool-down and are replaced by others when used.

Additionally, our endless wave of enemies gameplay is already very popular, so we can use many previous research and know what exactly to test for. The target audience is also very well known, so we can easily distinguish the people we're looking for form others.

“Does our game provide an enjoyable experience?” is our research question. It's broad enough to ask many types of questions but also focuses on our target audience.

We plan our target audience to be people between 16 and 40, who fall in the achiever type. Our stakeholders would be our team and people generally interested in indie gaming.

**Research strategy**

Of course the appeal of the game is crucial to our target audience, so we need to know what keeps them engaged and interested for long periods of time.

The experience is most important to a game, so we must look at the players not losing interest or getting confused (2016, Nielsen).  
  
Test sessions will be set up with various students to evaluate our game. They will be given a questionnaire after the designated 20 minutes of play time. This is the maximum, so players are allowed to quit earlier. During this we'll be watching them and if necessary helping them. The questionnaire will provide essential feedback and statistics in addition to the qualitative data we will get in person.

**Evaluation**

For the questionnaire we focus on five dimensions: usability, art, audio, story and gameplay.

We test these four dimensions because three of them (art, mechanics, dynamics) are from the game design tetrad (beside the story, which we don’t have in our game).

We test for usability, because problems in this dimension are most annoying to players, and also they usually can be easily fixed.

We test our gameplay because that’s the core of our design. We decided to invest most of our design time towards gameplay, rather then any other things like story.

We also test the visuals of our game because we want to see if our art style fits the theme and gameplay.

We decided to test the theme of our game because we had some disagreements when we decided on it.

Using the questionnaire we can see if there are any problems in out game that many players don’t like, and where those problems are. By tracking where most players give negative responses we can see where the problems lie. Beside that, we will also be observing out players while they play, to see other possible problems like people struggling to understand the mechanics, or program behaving not as we expected.

**Recommendations**

One the most popular recommendations we got from out playtesters was to fix the hitboxes. They seemed a bit too big sometimes, and many people said they look broken or buggy. One of the possible solutions would be to make them smaller for projectiles. They will at least look better that way. We should try doing that and testing it again.

Another thing we need changed is the number of enemies. Many people complained there were too many of them to be able to deal with them. People that were able to deal with them, did that by evading them, instead of defeating, which is totally not the type of gameplay we were trying to implement. We are going to try to lower the number of enemies for now, until we implement all of the features we were planning for the game. After that we will address this topic again.

Lack of audio feedback has to be addressed as well. We need to make sounds for all the actions in the game, so that players have additional feedback, especially for failed actions. Otherwise it is a bit confusing for the player to know what exactly has happened or not.

Adding more animations should also help with that. Animations have to be clearer and more exaggerated, so that it is clear what characters are doing.

Besides that, the game requires some small adjustments, like better text formatting for UI, colors of different objects should fit together a bit better, and other things like that.

