Play testing

## Thought

This playtesting went well. I had the chance to test my game with variety of people such as Game developers, Game arts, teachers and Game designers.

I also got much feedback from most of them. This feedback are useful for development of my tower defense game. Testers has also found the game well-made and it has its own potential.

Me personally I was happy about because I got many perspectives and that will help me a lot to take my tower defense game to the next stage.

## Results

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So based on the graphic of the playtest we already can see that game is going in the right direction. As you can see there are nine testers and third of them were happy about the current state of the game. This play test was mainly about testing the core gameplay of the game and it seems to be good based on the of playtest graph.

## Improvement

After analyzing the feedback I found out that most of the improvement that has been asked are obvious and it will be implemented in short future. There are two important things that will be fixed immediately such as when an enemy object tries turning, it turns slow and testers found that it must continuously turning without any delay. Another fast fix I want to make is while I'm playtesting, the health bar was not working correctly by the last tester so I will check that definitely. Later there will be an economy system added visual effects, sound effects and ensure the game will feel much better compared to what the game is right now.

## Conclusion

In general, the game testing went genuinely well and got a lot of good feedback. Most of the tips I will be taking in consideration and for some unnecessary features I won't add because I think it's unnecessary.