**Interview Session 2**

Having completed Iteration 6 of the Development, the game was now playable and hence I was able to interview my stakeholders on the current progress of the game. This involved them playing the game for around 15 minutes and reporting back to me with grievances and what they liked as well as answering my questions.

**Praveen Murugathas – Interviewed on 23/11/2017 at 8:35AM**

Feedback received from Praveen:

Bugs:

1. You cannot seem to add weapons near the start of the path on the bottom part. This clearly should not be so and significantly reduces the number of places weapons can be added. Therefore, this should be fixed.
2. Some reload bars don’t seem to have a black outline near the right of them (this may have been a one-off but test this nevertheless)

Recommended Additions:

1. Pop-up Screen at end showing money spent, money earned and score
2. This pop-up screen should have your health, your score and the money spent as well as maybe “You can afford….”

General Feedback on the game:

1. The game is very fun and addictive. I didn’t want to stop playing (this was evident as Praveen was very reluctant to move onto the questions stage and instead wanted to continue playing)
2. The game is aesthetically pleasing – the enemies and weapons look nicer than was expected
3. A black outline should be added to the outside of the path and the flowers just so that they stand out a bit more.
4. The path should be a bit more curved to look realistic

**Michael Kuc – Interviewed on 23/11/2017 at 11:20AM**

Feedback received from Michael:

Bugs:

1. Locking onto enemies is not prioritised
2. Placing turrets in white areas doesn’t always correspond to it being added. Why?

Recommended Additions:

1. Background should have a little more texture to it.
2. Weapon 3 should be worth it, it shouldn’t be that Weapon 2 is better than Weapon 3
3. Health bars shouldn’t switch as often as they do and neither should enemy animations
4. Weapons should be able to be moved once placed
5. Like the flowers
6. Difficulty increase should be less but then increase in money also has to be less
7. Quadratic increase in difficulty not exponential
8. Have a function of towers and current money to work out the score you get at the end.

General Feedback on the game:

1. Liked the flowers
2. Health bars are brilliant
3. Really like reload time bars

**Miron Abhaysinghe – Interviewed on 23/11/2017 at 1:50PM**

Feedback received from Miron:

Bugs:

1. The priority for choosing which enemy to kill is all wrong. Fix it.

Recommended Additions:

1. Improve the map so that It looks better
2. All weapons should have a larger radius

General Feedback on the game:

1. It is a fun and addictive game
2. The prices are sometimes a bit high so maybe fix it
3. I would love this game after all the improvements are made

**Nathan Wang – Interviewed on 23/11/2017 at 2:10PM**

Feedback received from Nathan:

Bugs:

1. The prioritising of weapons is all wrong. They don’t lock on to the first enemy, only the last.
2. There is a bug where you can actually place the weapon onto the path in some cases
3. There is a bug in terms of layering when it comes to the weapon menu (the weapon hides behind the powerup section)

Recommended Additions:

1. If possible, have the ability to upgrade weapons
2. Be able to remove weapons and move weapons around
3. Improve weapon 3 to be a bit more worth it then it currently is

General Feedback on the game:

1. The game is “pretty good”

**Vinayak Shastri – Interviewed on 24/11/2017 at 8:25AM**

Feedback received from Vinayak:

Bugs:

1. Cannot add weapons along the bottom even though a white radius is shown
2. Can place weapons on a small part of the track
3. The prioritising of weapons locking on is all wrong

Recommended Additions:

1. Should be able to move weapons once they have been placed
2. Improve Weapon 3 to be more worth it
3. Make it more obvious that the powerup button is a button

General Feedback on the game:

1. It is a very addictive game
2. Extremely fun

**Oliver Wales – Interviewed on 24/11/2017 at 8:45AM**

Feedback received from Oliver:

Bugs:

1. The tower health bar actually goes beyond 0. Add a limit to it
2. The priority of weapons needs fixing. It’s all wrong
3. Fix the weapon placing boundary to be more consistent

Recommended Additions:

1. Weapon 3 should have a greater radius

General Feedback on the game:

1. “It’s a stupid game”
2. “I don’t really like it. Personally I’d rather play Bloons TD4 which was released in 2006”

Oliver Wales clearly did not seem to be impressed by the game. However, my other 5 stakeholders were very happy with the game and found it to be fun and addictive and therefore we can assume that Oliver was an anomaly and very different from the rest. Therefore, his general feedback can be disregarded as a rare occurrence.

**Brief Summary of feedback:**

**Structure of summary:**

**Idea (Number of people suggested idea) – When will be fixed**

Move weapons already placed (3) - Will be done as part of iteration 7

Weapon placing Bug (5) - Fix this now

Layering bug in weapons menu (1) - Fix this now

Reload Bar bug (1) - Not mentioned by others. Probably a run time thing. Ignore.

Prioritising weapon lock feature (5) - Fix this now

Fix background to look a bit better (3) - Fix this now

Make Weapon 3 more worth it (4) - Fix this now

Make all weapons have larger radius (1) - Fixed above so no need

Make it more obvious that there is a powerup "button" (1) - Fix this now

Add limit to tower health bar minimum (1) - Fix this now