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# Version history

V1. Creation

V2. Updated questions to have table sheets instead.

# Intro/vision

* + - Ruckus is intended to be a hack n slash roguelike game where the objective is to get past waves of deadly robot unicorns without dying.

# Milestone breakdown.

Suggestive information will be highly supportive as it could lead the project towards the correct path if off track.

Impression feedback and bug/glitch defect feedback will be valuable to update the game based on FTUE and how the player plays the game.

**QA Analysis (gameplay testing)**

## pre alpha questions

pre alpha build will have grey box with placeholder assets.

Primarily suggestive feedback

**Q1. Is the concept fun?**

|  |
| --- |
|  |

**Q2. Does the art style match the vision?**

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**Q3. What is one concept you’d like to see in this genre of game?**

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## Alpha questions

Alpha will have the first playable version of the game.

* + - Looking for primarily suggestive feedback.

Core mechanics of the game.

* + - Combat, Movement, Augments and UI.

**Q1. What challenges were encountered early on.**

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|  |

**Q2. How does the combat feel?**

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| --- |
|  |

**Q3. Is the room navigation clear?**

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**Q4. Is the HP and Rage operating as intended?**

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## Beta questions

Beta should have polished art assets and display core loops in the game.

* Bug and glitch defects as well as impression feedback are valuable here.

**Q1. Augments in the game?**

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| --- |
|  |

**Q2. Are the enemies functioning properly?**

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| --- |
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**Q3. Are the systems working properly?**

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**Q4. Did the combat feel clunky?**

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## Gold questions

This should be the game’s final release version. All code should be up to date with art assets being completed and gameplay being finished and finalised.

* + - * All types of feedback will be valuable here. Primarily impression feedback.

**Q1. How does the transition between levels feel?**

|  |
| --- |
|  |

**Q2. What was the first thing you did as a player?**

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| --- |
|  |

**Q3. Did the game show you where to go?**

|  |
| --- |
|  |

**Q4. Did the combat feel clunky?**

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**Q5. What problems did you encounter through the game?**

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**Q6. What do you feel could compliment the game?**

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Date: \_\_/\_\_/\_\_ Place: \_\_\_\_\_\_\_\_\_\_ signature: \_\_\_\_\_\_\_\_

# Communication plan (team software and process)

Intended to be a PC game with

|  |  |  |  |
| --- | --- | --- | --- |
| General questions | Answer | Location | Date |
| What game genre do you normally play? |  |  |  |
| how many hours a day do you play games? |  |  |  |
| How did you learn about this game? |  |  |  |
| Gameplay questions |  |  |  |
| How was the gameplay? |  |  |  |
| How did the combat feel? |  |  |  |
| How was the Difficult of the game? |  |  |  |
| Suggestive questions |  |  |  |
| What would you add to the game? |  |  |  |
| what aspects of the game would you change? |  |  |  |
| What didn’t you enjoy about the game? |  |  |  |