Qualitative Testing

When my game was complete in order to gain good feedback I had my brother, Rhyse try out the game and gathered his thoughts. He had tried every menu and every level within the game and any questions were answered and his opinions on various factors were noted and any suggested improvements were also noted.

Design

He liked the simplicity of the design, thought it was clean and easy to read. He liked the variety of options within the options menu and liked the extra customization that comes with both the options and the level select menu within the game. He likes the music within the game and says it works with the overall design and feel of the game. He likes the colour of the other levels and says these stay within the simple nature of the design and graphics of the game.

Gameplay

Overall, he enjoyed the game in its simplicity. He felt it was pretty straightforward to understand what was happening and what the goal of the game was. After defeating the enemy, the first time he immediately understood what to do as the help text that appears makes it obvious what to do and what the spawner does. He liked the endless nature of the game but didn't go past 5 kills as he left the game to go try the other levels. He switched between each level to see the different colours. He liked the pause menu of the game especially allowing a restart without going back to the main menu. He also liked the death screen as its clear what happened and what the player can do after being killed within the game.

Bugs + Improvements

The main bug encountered was a visual bug with the last menu appearing over the top of another. This seems to be a unity version bug as in the editor the correct scene was loaded and the other one was not. Another bug encountered was killing an enemy on top of the spawner. This seems to not spawn the enemy and the game is bricked from this point and a return to menu or restart was required. He also thought the AI of the enemy was difficult to work with and had weird collisions with the player. He would also like to see a help screen as the controls are not shown and I had to tell him what the controls were.

Conclusion.

Overall, he liked the game but for the future, the bugs and suggested improvements should be considered when further developing the game in order to make it as good of an experience as possible to users.