

# GAME TESTING

- Impossible Snek: First Snek I got had a Defense only pattern, but its defense was too high for me to hurt, so all I could do was run.
- Having trouble getting past snakes without dying: Issue is snakes usually, if not always have higher defense than my attack, and higher attack than me. Although they have less health, I can only do damage if taking damage myself. That means I can beat about three snakes before dying if I'm lucky. This is too few to buy any upgrades to give myself a better chance. Lowering their defense could help. At the moment, I may as well spam attack as I'll usually lose health defending and I can't get past the enemy defense anyway. If the sneks always had 2-5 points less defense than my starting 10 attack then I'd be able to attack during their defense and protect myself from their attacks. I'd also considering lowering the snek attacks to no higher than 11 or 12 to lower attrition damage.
- Defense upgrades not working: Got quite far fighting snakes and upping my attack. Eventually went to buy a handful of shield upgrades and everything in the shop seemed to go fine, money was removed and icon floated over to say +5, but the stat at the top left has remained exactly the same! Just tried in combat and it is indeed still at 10 defense.
- Price Updates: Not sure on this so will confirm on next playthgrough, but I think I got a sword upgrade and the price in the shop still showed £25. When I came back later with more cash, it showed £30. Might be me not noticing, but I'll double check.  
Ya, confirmed. Just bought sword upgrade. Price on shop didn't show a change. Exited shop, came back, price had updated. Also tested defence values updating, but thats working absolutely fine.  
UPDATE: Got up to about £65 and it seemed to work fine. I didn't do a reload, so if you changed something it's either kicked in or it starts working after that.
- After getting final upgrade for sword, it turns to £105 on the price board, but in reality it can't be upgraded. Not sure if possible, but maybe changing the price to 'out of stock' or something would be fun to show that it's maxed out :) Same with shield upgrade.
- Invinci-boss: The boss had the attack pattern  
Attack/Defend/Attack/Attack/Attack/Defend. Problem is, with maxed stats that means I still take 10 damage each time I defend, but only deal 10 back against him on his defence. As such, if I do each cycle perfectly I take 40 damage and deal 20 to him. With the same health, there's literally no way I can win. It may be that you need to alter the dragon's cycle so the player has more chances to hit it than take damage otherwise it becomes unwinnable.

- GENERAL THOUGHTS: So, the game takes around an hour to 90 minutes to complete so far, which is quite good for length, though it gets a little too grindy after a while. Primarily because if I make a mistake fighting the wolves for faster gold, I take a massive hit to my health. A lot of my late game was making one slip up fighting them, then having to go and fight about fifteen snakes to get enough health potions to get back in the game. If it's possible, it may be worth increasing the strength of the health potions as the enemies scale up. That way, it's worth me still fighting higher level enemies if I'm injured but still having the option of going back to an easier foe if I just need a little top up or a safer one. I'd also maybe skew the gold rewards for a victory upwards by maybe a few coins each.

#### Changes After feedback:

- Enemy stats adjusted for playability:
  - Attack / defence / gold on snake
  - gold / health potion strength on imp
  - gold / health potion strength on wolf
  - Attack / defence on dragon
- Shop mechanics fixed
- Ending screen implemented

#### Changed not fixed yet:

- board on shop to visually indicate you have leveled up to the max