**Play Test**

**Project – BrainFizz**

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# Introduction

The goal of this play test is to improve our project by using other peoples collected feedback and then improving on them.

The game is called “BrainFizz” the theme of this game is really weird, so everything inside the game world is supposed to look strange/freaky. It is a 3D first person adventure game.

# Feedback

The feedback was slightly above average, most were a 4/5 overall rating of the game there was some negatives as well for some aspects of the game components going 2/4 average but for overall general of the game and for my component that I’ve made (combat system) was good as well.

**Bugfixes**

The playtest person(s) and we the game dev’s ended up discovering a lot of bugs and other stuff that it was not suppose to happen, we either end up missing or the huge lack of testing the game ourselves after we finish every feature, we just end up moving on to another feature after finishing that current feature, we play it and see if it works it works but we don’t test it to see what happens after a while for example the NPC movement if it collides with another object it ends up rotating and “walks” towards the sky not on the ground.

# Questionnaire

I’ve made a Docs in google after people finished playing the game, they do this questionnaire, there are 4 general questions and 4 questions for my specific goal for the project like the Combat system I was doing, and there were another 2 systems with 4 questions each in the questionnaire.

Four General questions

1. How would you rate the game overall  
   - Most answer where above average which was good for the state its was in.
2. What was the best feature of the game, in your opinion?  
   - the visual aspect of the game was the best thing mainly for most people.
3. What was the worst feature of the game, in your opinion?  
   - the ability to roll made a person feel sick and there is nothing to show what the player needs to do when they start the game so they end up wandering anywhere.
4. Do you have any suggestions for improving the game?  
   - Less invincible enemies, higher jumping and when starting the game there needs to be something that tells the player what they need to do.

Four Questions to do with combat system

1. How easy was it to understand the combat mechanics in the game?  
   - The combat was very easy to understand for people so everything was good at that end.
2. How would you rate the animations overall?  
   - It was above average 4/5 the animations I made was weird/creepy to fit the theme of the game.
3. Explain what you like or don't like about the animations  
   - people loves the animations having wiggly fingers for the hands of the character, and it was smooth and well made.
4. were the weapons necessary at any time?  
   - the weapons in the current state were absolutely useless, there isn’t any enemies to fight and somebody even mistook the passive NPC’s (like animals in the world) for enemies which they were supposed to be invincible they are them to make the world more alive, some weird looking creatures just walking around

# Changes

So, there was a lot of improvements made and some stuff we had found out that wasn’t supposed to happen, we have discovered some bugs from watching others play the game for example the world NPC’s somehow some of them start flying up or going in very strange directions since it is a 2D texture it doesn’t really have a proper 3D body only a collider so when some change directions or maybe rotation when they hit something it no longer goes the directions its suppose to go, they even fall over and start crawling you can say.

The world NPC’s (creatures) are now killable, since some people mistook them as enemies perhaps of their creepy looking appearance.

Changes

1. World NPC’s (creatures) are now killable
2. There is an NPC that you can interact with when you start the game (can’t miss it)
3. Player starts on the boat which before it started near the shore.
4. Stats/timing on components not looking fluent or gives unattended effects.