<New Lands> - Play Testing

# Play Testing

We gave the latest version of the game (which was very unfinished at the time due to restarting and continuous git issues) to our teacher Nick and Henry got his “friend” Andrew to play it as well. At this stage of the game development there wasn’t a lot to do. Nick noted to me that it was fun trying to get around the map and jump on buildings. Based on that feedback I placed a bunch of resources around the map and on the buildings which were kind of challenging to jump on and traverse across which made for a kind of interesting parkour game loop. After this I also added a bunch of enemies around the map which are mostly just an annoyance at this stage. The player can shoot them and the enemy dies.

# Feedback

**Nick** - The game looks nice and feels good, I just am not sure what I'm meant to be doing or if there's a goal.

Your world UI Canvases for the resources should also LookAt the camera not the player, that way they'll be visible from up close aswell.

Pretty cool stuff overall but just lacking the main theme whether it's resource generation or some kind of shooter.

**Andrew(Henry’s friend)** - Movement controls were implemented successfully, with a large variety of low-poly models and character models imported. There was little gameplay to be had outside of moving around and exploring the template demo world - whereas the previous version I had played of the game, also titled "New Lands", maintained somewhat of a minor replayability. Through mining and obtaining resources, to further grow and expand the player's town.

What was seen in the previous version of "New Lands" trumps what was found in the current, pirate-themed world within the most recent game file. Little time was available to work on this "v2" of "New Lands", as close to last-minute decisions were made on remaking the project, due to an exceeding project size (plus assets) to be transferred between developers between lessons.

Bottom-line; I prefer the first version of the game project over what is was being presented in the end.

# Extra

We had a lot of other things we wanted to implement, like a health system for the player, add a store with something to buy for the player, fix animations on the player and enemy, add better particle affects for player and enemy shooting, make better looking resources and many other things we had envisioned of putting in the game. Henry had a building system implemented in the first version, but that project had unfixable errors and it was too large to upload to source control which made it impossible to work on collaboratively. If we had all this in the game, then it would have been a much better product. We ultimately ran out of time and things ended up being more difficult than anticipated. Learnt lots of lessons for my next group project though.