

Playtest Evaluation Document

ProjectBashBall

ms495

Previously Known Bugs

- When the player bashes from a object without specifying a direction he sticks in air for a moment and falls to the ground.
- When the player bashes against the ground the next bash will be much weaker due to parameter not set back.

Critics

The players are hard to distinguish because they both looked the same in the prototype. For far distances it's not a problem since you can concentrate on your character, but when players are close to each other and bashing around it's getting harder to know who is who. It happened multiple times that the players confused each other because they thought they were the persons bashing while it was actually their opponent.

Possible Solutions

- Make the character different in appearance. However this could still lead to problems due to massive speed of characters.
- Make bash arrows appear different when bashing (different colors)
- Make characters emit light in different color
- use particles in fitting color

The players cannot bash from the ground. When the ball was near the ground it felt unintuitive and buggy that the players needed to jump to bash the ball. It interrupts the game completely.

Possible Solutions

- Bashing the ball from the ground should be implemented

The players could just hold the ball. There was not limit which prevents this behaviour.

Possible Solutions

- Reward fast ball play:
 - Harder shoot if you shoot directly
- Limit after which holding stops automatically
- Ball stealing

The players missed an indication whether they are close enough to the bash point or the ball. Surprisingly everyone got a feeling for that even without markers. However, it still felt unreliable.

Possible Solutions

- Mark the bash point or the ball when the player is close enough to the bashables

When players released the analog stick while starting a bash, it happened that they released the analog stick first. The Character didn't bash because no direction was given. For players that felt unfair and unreliable

Possible Solutions

- Add a buffer which saves the direction for couple of milliseconds

It was confusing that the arrow showing your bash direction pointed in the opposite direction of where the ball was heading. We tried it exactly opposed and it felt even worse.

Possible Solutions

- Indicating where the ball is heading and the character with two indication the players can distinguish well.

The game missed some kind of opportunities. The players did not had a lot of different moves to perform or tactics to follow.

Possible Solutions

- Add more variety in gameplay. More different possibilities to counter a move.

The goals were to big and easy to hit.

Possible Solutions

- Add obstacles.
- Try different goal shapes.
- Moving objects.

Even though the ball was always priority it was hard to catch because of the movement. Especially from the side-

Possible Solution

- Use a different collision shape for ball. The collision shape should be longer in direction of movement.

Next Steps

- Implement different colors for players
- Implement different collision shape for ball
- Implement mechanics for more possibilities and tactics
- Implement markers for points and Ball
- Implement bashing from ground
- Implement indication for Ball direction