

# Beta Test Results

## Base Questions

Each tester was working off the [beta test build](#). Additionally, each tester was given the following instructions:

While playing the game, take note of the Seed, which is located in the top right corner (above the mini-map). This will be different every time you start a new game.

### **Things to look for:**

- Did anything odd/unusual occur? (Note all occurrences, the seed, and what you were doing prior to it happening)
- Did anything not make sense?
- Any items that could be improved?
- Any other feedback?

If you have no feedback, then please let me know that too.

## Tester 1

Below is this tester's response, verbatim.

Hello Beta Tester Reporting,

This game is challenging! Got to Wave 15 :D

Died trying to get ammo. RIP



Anyways, onto my review.....

### Functionality

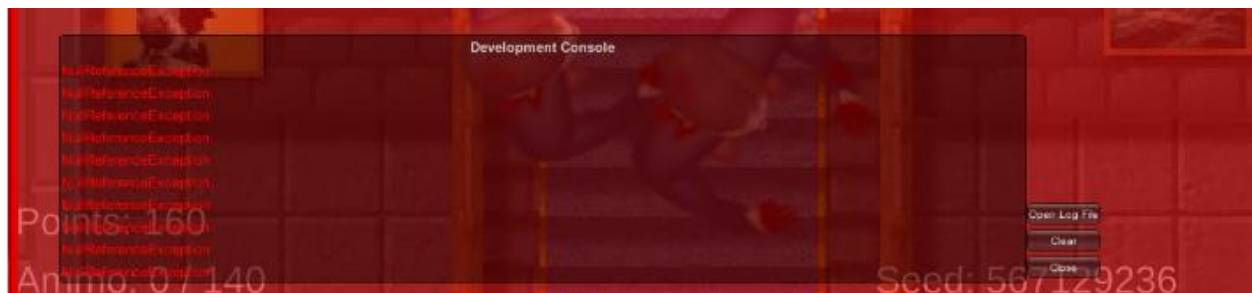
No errors in functionality of the game. Game performs as expected, great job! 11/10 points +1 for quality and enjoyability.

### Game Crashes/Errors

Seed: 567129236

Nullreference error occurred after death. -2 points

Not sure what caused the "*nullreferenceexception*" perhaps it was due to being on a high wave. Cause I'm so good!



8/10 points

### Gameplay/Flow

Great. 9/10

Enjoyed the little features of not being able to sprint when reloading added an increased realism to the game. Also the increased sprint speed when hit was a nice feature.

Aerial View or Display aspect ratio is a little small (close). Sprites are a little too big and take up much of the screen which makes it challenging to see anything passed a few blocks in game.

### **Optimization Suggestions/Unknowns**

9/10 Points

Idk if this was on purpose but when buying ammo when leaving after a certain timeframe I was able to buy ammo away from ammo crates.

When buying the third gun you lose the shotgun.....not cool man how could you do that to me?? xD

Mobs required way too many hits to kill. In the beginning it was like 6-7 hits with a handgun on the first wave but after wave 12 it took 20+ hits with a handgun and with a laser gun it took 2 hits to kill each zombie.

Shotgun while doing twice the dmg I would suggest it created a shorter arc type dmg effect. Like multiple hit attacks. Besides dmg it was basically a handgun. Also what movies did you watch that had the shotgun take 6 hits to kill one zombie in levels 3-5. RIP not realistic xD

At the higher levels is where the gameplay flow needs through thinking. Optimization wise the game would be impossible. Zombie deaths returned only 50 points and each hit with a single ammo would return 10 points. So with a laser gun you would have a return of 70 points on kill if perfect hits. At some point the return in points would not be enough to kill every zombie even with perfect hits. It would actually become beneficial to use the handgun to hit Zombies where each hit gave 10 points ending up with a return of 200+ points per kill since ammo for a handgun is 500. But that would increase the amount of time each wave lasted by a lot. I know this doesn't matter but just letting you know I did my testing thoroughly and I assume you skim my well documented review :D

### **Music/Audio**

Great! I really liked the intro and added a creepy opening sequence. The static audio was also a nice effect, props on audio usage.

10/10 points

### **Sprites/Terrain**

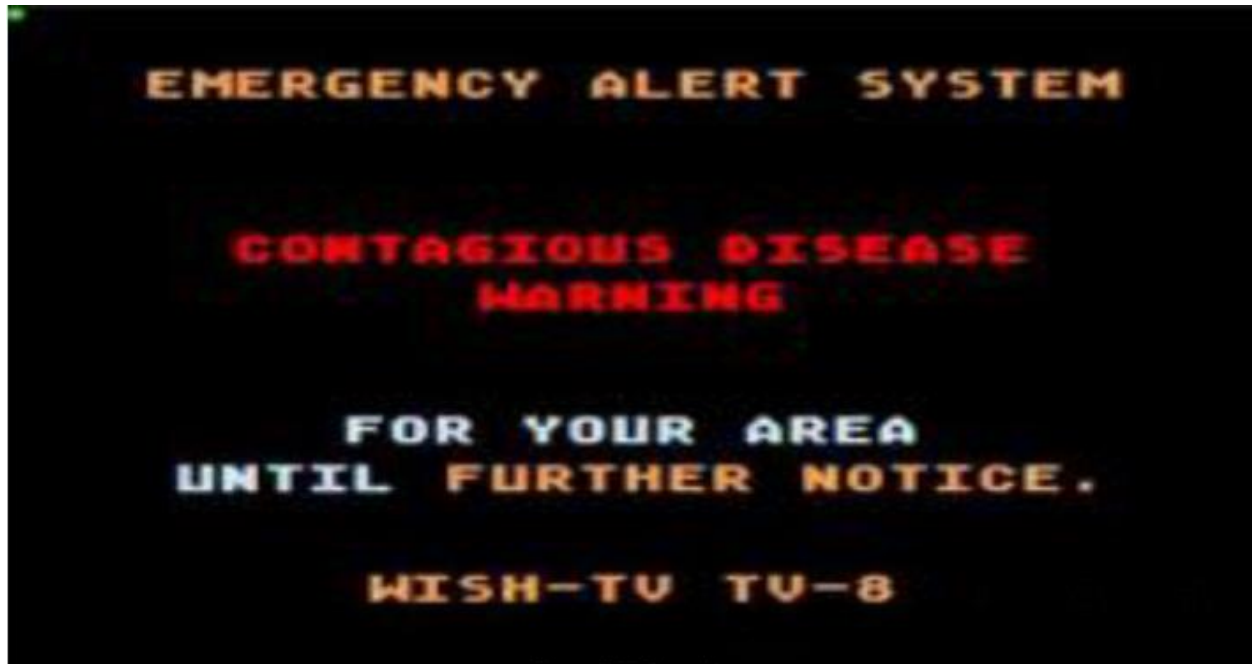
Much Better. Main character and Mobs were a little bulky though.

### **UI Bugs**

None. Tried to break it didn't.

However, the menu was too pixelated. Not sure if you're just playing a video or image as a menu but could be an anti-aliasing issue. Suggestions you might have to mess with the anti-aliasing (turn on) or the quality settings to Forward rendering or use the post processing to Deferred. Or

maybe just need to use a higher quality image or use a vector image that doesn't degrade with screen sizes. Not sure what your opening sequence is using. -1 point



(my eyes)

10/10 points

+1 I saw my name in credits for Testers. lol

### **Impressions/Criticisms**

Fun game I thoroughly enjoyed testing edge cases and trying to break :) but needs work on naming.....Tank Game.....Zombie Game I see a pattern lol

### **Overall**

Great job, I give it a solid 98/100 much more entertaining and gameplay style was much more enjoyable. The game functions as expected and seems to accomplish exactly what it is expected to do. Much better improvement on your Tank Game. Clearly shows you learned a lot from your first game and applied what you learned in Unity.

### **Questions?**

What was the seed value for? Does it generate different locations for zombie spawns or amount per level? I couldn't test this in gameplay to figure out.

Did zombies have a sprint feature? Some of the freshly spawned zombies per wave and while having my back turned made them run faster at you.

Thank you,  
Beta Tester in Training (Almost Certified)

## Tester 2

Below is this tester's response, verbatim.

- Did anything odd/unusual occur? (Note all occurrences, the seed, and what you were doing prior to it happening)
  - N/A
- Did anything not make sense?
  - Reload should be right click, compare it to other games all you want. This is more of a mini clip style game and I don't think any of those games had traditional button configurations.
- Any items that could be improved?
  - Reduce the difficulty, the game should have more of a growth curve in difficulty. It felt like zombies spawn way too quickly. Think of "world at war" zombies in the first few levels spawn very slowly and are easily taken down in a shot or two.
- Any other feedback?
  - Add something that makes it look like you're walking. it feels like you're just floating around. the movements feel very unnatural

## Tester 3

This tester did not respond with an email and his responses were noted in real time.

- Got to round 21.
- Multiple NullReference exceptions were thrown upon death at round 21.
- Found "safe" spot below the rifle store.
- When not inside the "safe" spot, the game was too hard.
- The game was fun and enjoyed the ambiance.

## Resolutions

The below resolutions were completed in response to the above results.

- Resolved the NullReference exceptions being thrown.
- Multiple "safe" spots were patched.
- Decreased speed of zombies and they had an increasing chance to be faster as more rounds are completed.
- Rebalance the laser weapon to be more economically feasible in higher rounds.