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| | M2 | M3 |
| Which modes / parts of the game did you test? | movement, attack, throw | Gameplay. More characters here to allow me to submit |
| | I tested the core gameplay loop, which involves one monolithic level that has multiple areas that you can enter, with enemies to shoot and kill, as well as a boss to defeat in one of the areas. | That game was pretty awesome. I tried the movement and shooting functionality. |
| | The core gameplay loop of moving and shooting enemy cells away to make it to the final boss | Focused on shooting and defeating bosses. Concentrating on specific game aspects, like boss fights, allows for detailed feedback on these mechanics. |
| | I played the entire game I believe, reaching and defeating the boss | I tested out the first and final bosses. Both had unique attack patterns. Final boss was pretty hard.[1] |
| | Moving around the level, evading/shooting enemies, trying to find the boss | I tested all parts of the game |
| | Movement, shooting enemies + boss encounter | Movement, powerups, combat with basic enemies and boss |
| | All exploration including enemy shooting and boss fight. | the main game and the tutorial |
| | Movement, going to the boundary there were no glitches | General gameplay (both bosses and power ups) |
| | The entire game, as described by their team members. | |
| | The main combat component | |
| Potential Change in the game | | |
| Corresponding Pull Requests | | |
| Were the game interactions / transitions appropriately smooth? | Its smooth and good interactions | Gun is offset. Makes it hard to aim.[2] |
| | The game felt quite satisfying to play. Being a simple top-down shooter, the shooting physics and | Yes, the movement was straight forward. |

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| | movement, which included a dash, were appropriately responsive. I also saw a fairly detailed tutorial section upon starting the game, which was easy to understand and visually very pretty. | |
| | The game runs at a smooth framerate and all gameplay features feel good. There is a rough transition at the end of the tutorial with the pause key but that's easy to fix.[3] | The gameplay was very smooth and comfortable. |
| | the movement feels very responsive and fluid, and the physics on the enemy knockback is very satisfying | Pretty smooth user experience |
| | Smooth interactions. Some tutorial transitions were a little jarring.[3] Wasn't clear right away that you had to perform the action to get through the tutorial screen[4] | Yes, the game interactions and transitions appropriately smooth |
| | Movement + shooting + enemy movement were all really smooth. | Good interactions, I like the response to the player taking damage |
| | Very smooth gameplay in movement and shooting. | the game is responsive and smooth |
| | Yes there were no glitches | All gameplay interactions were smooth and the player sprite was responsive to inputs. I did notice some on-screen flickering when switching between the initial story screens,[3] but it wasn't significant enough to really be an issue. |
| | Game instructions are very detailed and waits for player input | |
| | Yes they are smooth, in my opinion | |
| Are the game visuals responsive to the game events? | Its responsive to the game events | Pretty nice visuals. However the map is repetitive and easy to get lost[5]. |
| | The player lost health as it took damage from coming into contact with enemies (visible in the interface with a simple health bar), | Yes, I had a good time playing it |

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| | and the enemies eventually died after receiving enough damage from the players shots as expected. I assume it is still a result of being a WIP, but it would've been nice to see more of a death animation to the enemies,[6] as well as for the game to be "completed" upon defeating the boss.[7] | |
| | The visuals did blend into the background[5] and it didn't feel good to have the bullets shoot offset from where I was aiming.[2] | The visuals were glitch-free and highly responsive to in-game events. |
| | I didn't notice any lag, events were pretty immediate | I wish I could see health bars of enemies[6] |
| | Really responsive visuals. Smooth animations. Looks really good! | Yes, the game visuals are responsive to game events. |
| | Enemies responsive to being shot, enemies also follow the player. | Visual feedback to damaging enemies would be nice[6] |
| | Very responsive in movement and knock back mechanics. | the visual effect of projectiles are good |
| | Yes as the player gets damaged, the player health bar responds to the event | Projectiles and enemies moved in appropriate ways and taking damage also had an appropriate visual response. |
| | Game runs very smooth without lag | |
| | Bullet launch center is offset from the center of the character sprite[2] | |
| Was the experience playing challenging / fun / ...? | It's fun and a little difficult[1] | It's a run and gun but gets stale.[8] |
| | The enemies felt slightly too tough to defeat,[1] although this depends on what the intended difficulty is. In contrast, the boss felt too easy[9], but I assume this is also something that is easily tweaked. Besides this, the game felt quite nice to play and was reasonably challenging. | It was challenging. I had to focus to dodge the bullets from all directions.[10] Good job. |

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| | The game is fun to play, I found it a bit harder than I would have liked because the controls for shooting felt imprecise[2] but the knockback added to gameplay in a cool way | The game was enjoyable. |
| | shooting the enemies is fun, the level of difficulty is adequate, and the map is pretty big which gives lots of room for movement and I think it's a good choice | Definitely challenging[1]. I kept dying |
| | Fun and challenging. Definitely a steep learning curve[1]. Having an easier intro level would be good. | Yes, there are different types of enemies, which makes the game challenging. |
| | Challenging and fun to play. The storyline was also interesting. | Fun, good difficulty |
| | Pretty fun, but limited novel interactions.[8] | can balancing the game bit more, make the player have more health[11] |
| | The game gets intense when there are a lot of mobs chasing after the player.[1] | The bosses are challenging and the randomness introduced through items made for a fun and engaging experience. The new boss may have been a bit too fast[9], but it seems like the team was planning on balancing it anyways. |
| | - Enemies have no health bars[6] (and usually a lot of hp) - Objective of game not very clear[12] | |
| | The gameplay is a bit monotonous[8], enemies have too much health[13] | |
| Any other thoughts you want to share with the developers? | great | <p>I noticed the virus on top of my body. Not sure if that is intended because the collision shouldn't allow it?</p> <p>Please fix the gun offset, making it a bit hard to aim[2].</p> <p>Viruses too fast and the gun does too little damage. We cannot kill it in time and will take damage even if I hit all my shots.[14]</p> |

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| | | I absolutely love the cut scene tutorial!!! I think it was a really good way to introduce the game control. |
| | The game is cool, it was interesting to explore this game because it is a different take on the same principle as my own game of a top down shooter focused on knockback. | Include a boss indicator to enhance player orientation during boss fights.[16] |
| | great work! Looking forward to more types of enemies or bosses, I think those could be fun | Keep up the good work |
| | Possible change controls. Dashing with control wasn't the most intuitive.[17] | Maybe having a score indicates how long you survived and how many enemies you eliminated[18] |
| | The fact that the point of the game is to find bosses instead of killing enemies was a little bit confusing[19], but otherwise the game was really fun to play. | Cool background textures and theme |
| | Great work Team 3! I really liked the tutorial. I think it was done very well! | change color for enemies' projectile to distinguish from player's |
| | I think it would be more fun if there were some grenades or other weapons (upgrades?) to kill multiple mobs at the same time[8]. | I liked how players had the option to start with any region, so gameplay isn't locked to a single route. I didn't check very thoroughly, but is there a way for players to restore health[20]? |
| | Great game! You should also limit how much the player can dash as I was dashing the entire time.[21] | |
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| User Feedback | Fix in the Game | Ticket # | Pull Request # |
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| [1][game balance][game is too difficult] | <ul style="list-style-type: none"> Power-ups: breaking the Cysts will give players new abilities (ie. additional health, more powerful bullets) Level design: easy mode & regular | 88,89, 146, 171, 90 | |

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| | mode | | |
| [2][shooting angle of the bullet is offset][hard to aim] | <ul style="list-style-type: none"> Replace mouse cursor with crosshair to indicate the shooting angle of the bullets | | 142 |
| [3][tutorial][rough transition at the end of the tutorial with the pause key][tutorial transitions jarring][on-screen flickering when switching between the initial story screens] | <ul style="list-style-type: none"> No pause between tutorial pages. | 150 | |
| [4][unclear how to get through the tutorial screen] | <ul style="list-style-type: none"> Getting through tutorial pages by just clicking | 150 | |
| [5][the region textures are repetitive][easy to get lost][the background textures not blend into the background] | <ul style="list-style-type: none"> Desaturate the background texture. Waypoints to avoid getting lost. Integrated region background to make repetitive texture less obviously | 155 | 169, 183 |
| [6][no indication of the health level of the enemies] | <ul style="list-style-type: none"> Will make the enemies easier to be killed, so no need for a health bar Health bar for the boss enemy | 154, 171 | 132 |
| [7][no termination upon defeating the boss] | <ul style="list-style-type: none"> If the player defeats a boss, don't restore them. Added dialog for the game termination. Show game credit page | 97, 145 | |
| [8][limited novel interactions][the game is monotonous] | <ul style="list-style-type: none"> The new weapons are given after breaking the Chest The first boss attacks the player by using its legs | 90, 94, 171, | 169, 165 |
| [9][the boss felt too easy] | <ul style="list-style-type: none"> The boss is now hard to fight if the player doesn't have any abilities(ie. Sword, dashing effect) gained from the breaking the Chest | 90 | 169 |
| [10][game balance][challenging to dodge the bullets from all directions] | <ul style="list-style-type: none"> Slower bullet speed and larger for better visibility. | | 132 |
| [11][game balance][user not having enough of health to survive from the fight] | <ul style="list-style-type: none"> Breaking the Chest will increase the player's health. Breaking the Cyst will kill all the enemies around the player before the next rebound of spawn. | 171 | 165 |

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| [12][Tutorial][Objective of game not very clear] | <ul style="list-style-type: none"> • Include a tutorial introducing the player to the game mechanics. • Tutorial for ALL necessary mechanics • Added waypoints to indicate the bosses' locations. | 150 | 161 |
| [13][game balance][enemies have too much health] | <ul style="list-style-type: none"> • Level Design: Make the enemies easier to be killed in the easy mode; reduced max number of enemies in the easy mode. • Breaking the Cyst and Chest will add power-ups and abilities to the player. This will help the player to fight against enemies | 171 | 132, 165 |
| [14][game balance][Viruses too fast and the gun does too little damage] | <ul style="list-style-type: none"> • Breaking the Chest will upgrade the weapons • Decide to not making any change regarding the speed of the viruses | | 165 |