mvp test notes

Jed

Wants objective other that growing

basic animations

cheese number shows how much we are producing and consuming

unclear what to do

Sarah

how do I move?

didn’t notice the UI toolbar

Wants to merge hordes

indication of what the rats are doing

slow (we know)

got into running away when horde lost the battle or chasing down rats (bonus cheese reward if you catch up but doesn’t kill?)

not enough interaction, like a screensaver lmao

cheese rate unclear

liked push and pull idea of spreading your attention to fighting and defending

choices and agency to control growth etc.

Enjoyed the close up interaction of the fight and interacting with the bodies and then the losing rats gaining a surge of rats after combat ended.

more pop ups and humour

start with too much UI and reduce after testing if needed - good for the report

UI not clear enough?

Michael

controls not clear upon load up

everything needs explaining

can’t tell if the POI are captured

cheese shared?

how do I win? wants end game condition or visualisation of leaderboard etc.

how does the game conclude? when do I know to stop - a timer running out might not be satisfying enough?

didn’t know what toolbar did and didn’t notice the information button

getting killed would be a fun end and would want to hop back in

more fun map not just colours that mean nothing

how far down the RTS route do we want to do?

lost horde, find horde options?

more like a simulation than a game but that’s ok because mvp

messaging system to gang up?

external pressure from the game not players e.g. zombies? (yes humans)

meaningful choices

find balance between hardcore RTS and casual (maybe we have it really easy to play like an IO game for sarah but have option to go hardcore RTS for Michael?)

responsive

Tilo and john

need to know anything before starting?

2.5D?

some clue for battle finished?

unclear how to get cheese and increase the cheese rate

map different meaning

responsiveness such as zoomed in rat general giving actions to show animations and actions chosen?

narrative? whats the goal?

is there co op elements?

how does the game progress?

how is cheese shared? when cheese runs out which group dies?

(mutually exclusive mutations and a split option to generate two hordes 1 for each or hard focus one path?)

After getting the basics in the first few mins how far can we push the evolution stuff

How do we know how well you are doing? Other than a simple cheese stat

How does the size and cheese balance and other resources etc

Population is a stat not a winning objective which is military religion etc

Fun to play for a bit

risk if that it can get boring after a while if it is too simple and not enough decisions?

fun aesthetic or serious survival?

the fun caricature aesthetic doesn’t come through yet (will come through more with sound effects and response visuals such as smoke and punch noises in fighting)

fun boss cat enemy (external pressure) to overcome

find references in nature

personalise rat leaders in each pack?

Niel

didn’t understand how to initially move and interact

unclear on objectives

Wants to catch up with rats after fighting

how do I know what part of the map I control?

selecting horde wasn’t clear, though it was selecting rats?

actions weren’t clear from the bar

evolution wasn’t clear

what was the pitch? no objective

when you interact a similar sized horde what is the strategy? so far it is simple and clicking buttons eating stuff passively doing everything else

looks simple but there is more complex evolution stuff. how do we keep it simple and engaging with this complex system

more arcady would be better for 10 mins personally

too laggy

wasn’t clear at the start that that chasing rats away was good since it means you have cleared the POI but wanted to chase the rats themselves

the gameplay didn’t match the intended silly aspect? (goofy fight noises and rat noises etc)

George

how to control initially?

Only one to find the information button

clicking the rats themselves wasn’t clear

what’s the benefit of killing rats?

what is the point of cheese?

understood it was like an IO game

funny with the body collisions but annoying when they block the way

will their be automation of hordes?

fun to hop into

to die or not to die? for game sake hordes should die but for the structure of this specific coursework it might be best not to die. What if we had it so the last horde can’t die but if another horde gets killed it can happen but they still run at 20%?

Will there be an end?

have a tutorial section

to make it fairer have 2 game modes? 1 infinite running horde and 2 a simple 5 min session so everyone is in an even playing field. After 10 mins move your hordes to another server if wanted (with simple UI it should still be fun in the infinite mode)

Concerned about ending the game satisfyingly

boss rat that you try to fight at the end to see how well you do? could be interesting but PvE at the end

force a free for all fight at then end in a thunderdome to see whose horde is best?

leader board

hover over UI information

big button to show information for all

Angeliki

no idea on any controls like clicking rats and scrolling to zoom in and out

Where would I want to move?

was guided through everything, didn’t attempt anything by themself so it wasn’t clear at all what to do to start with

didn’t understand the icons

thought of strategy with splitting the horde such as distraction techniques

How would the biome interaction work? Would the rats be able to give food to other hordes if they are trapped in a bad biome? Can they leave food behind to trap enemies in a bad biome?