

Observations and Playtester Comments

Player #1

Name: Ayush Lenka

In-Game Observations

"In the current state of the game, there are only a certain number of things a player can do to determine the outcome of the game. I could see how this could get boring/repetitive after many rounds."

In-Game Questions

Does anything about the game seem confusing or open ended?

"Yes. As of right now, I don't really know what I'm doing or what I am supposed to be doing."

Do you understand the objective of the game?

"I think so. I think I am supposed to defend the castle from being attacked by the zombies."

Are there any mechanics that don't make sense?

"As of right now, no."

Postgame Questions

What was your first impression?

"I liked the 3D aspect of the game. It automatically seems more interesting and complex than a 2D game. I also like the visual aspects."

Did your impression of the game change over time?

"Mainly no, however I started to notice more flaws over time and this made me look at the game more negatively."

What did you like most about the game?

"I liked the arctic theme of the game and the overall idea of the tower-defence style."

What did you dislike?

"It seems like many aspects of the game seem incomplete and this just makes the game not as enjoyable as it could be."

Formal Elements

Are you able to describe the adjective of the game?

"I would say that the goal of the game is to defend the castle at the end of the path against the waves of zombies approaching. Between rounds you can place down turrets to help defend against the enemy."

Was the objective clear from the very start?

"No, it took me a few minutes to realize what was going on. This is mainly because there is no tutorial or explanation. I was just thrown into the game."

Were there any blatant bugs or errors while playing?

"Yes, there were only a certain number of rounds. Also, I don't think the zombies can damage the castle."

Procedures, Rules, Interface, and Controls

Were the rules easy to understand?

"Yes and no. There were no rules stated in the game so I'm not really sure."

How were the controls and player inputs? Did they make sense intuitively?

"Yes."

Was there anything about the user interface that you would change?

"Maybe just improve the theming so that the buttons fit the aesthetic of the rest of the game."

Did anything feel clunky or awkward?

"The zombie animation of walking seems a bit clunky especially when the zombie changes the direction it is walking."

End of Test Session

Would you recommend the game to someone else?

"I think so."

Did you feel like there was something missing that the game should have?

"I just think that there are parts of the game that feel incomplete but the game definitely has potential."

If you could change one thing, what would it be?

"Make the game more complex by adding different kinds of turrets, enemies, or abilities. Basically adding more mechanics that I can do as a player."

Who would you think is the target audience for this game?

"I would say anyone who likes tower defence games."

Revision Ideas

"I think the basic fundamentals of the game are solid. I think with some improvement such as adding more mechanics and polishing some areas of the game will make it stand out. Maybe adding some sort of story or narrative behind the game will also improve the overall feel. Something like in plants vs. zombies."

Feedback #2

Player #2

Name: Linden Wang

In-Game Observations

"I like the idea of the game. I just think it's quite basic and needs some polishing."

In-Game Questions

Does anything about the game seem confusing or open ended?

"When does the game end?"

Do you understand the objective of the game?

"Yes."

Are there any mechanics that don't make sense?

"How do I place new turrets?"

Postgame Questions

What was your first impression?

"I was slightly confused because I was thrown right into the game."

Did your impression of the game change over time?

"Yes. As I got to understand the game it made more sense and became enjoyable."

What did you like most about the game?

"The zombies and map."

What did you dislike?

"The limited number of options for the player. It seems like watching a video more than playing a video game."

Formal Elements

Are you able to describe the adjective of the game?

"Fight against enemy waves using turrets."

Was the objective clear from the very start?

"Even if I wasn't told beforehand, I think I would figure out pretty quickly that the game is a tower defence game."

Were there any blatant bugs or errors while playing?

"The zombies kept walking off the map."

Procedures, Rules, Interface, and Controls

Were the rules easy to understand?

"Not really since there weren't any rules stated anywhere."

How were the controls and player inputs? Did they make sense intuitively?

"Sort of. I didn't know all the controls or what keys to press."

Was there anything about the user interface that you would change?

"Maybe just a screen that tells me all the controls/what each button does."

Did anything feel clunky or awkward?

"The camera is a bit too high I think. Some parts of the game are hard to see."

End of Test Session

Would you recommend the game to someone else?

"If I'm being honest, probably not in its current state."

Did you feel like there was something missing that the game should have?

"I think it needs to be longer/have more rounds or waves."

If you could change one thing, what would it be?

"I would add some sort of tutorial so that the player knows how to play the game and they know what is going on."

Who would you think is the target audience for this game?

"Kids or teenagers since it is pretty simple."

Revision Ideas

"Add more mechanics and make sure that the base game works fully as intended without errors or bugs."

