Game Development – Testing Document

After the game was mostly complete with the core game design finished, the game was ready to be tested. I got a user to play my game and write a couple bullet points about what they thought about all aspects of my game.

The first thing the user pointed out was that the use of menus and the help menu especially helped him in figuring out how the game functioned and controlled and what the goal was. This was the reason I wanted a help menu, so that any users who may not be experienced in gaming can play my game with the extra help in what to do and how to do it.

Another point of note from the user was that while they liked the overall style of the game with low poly assets, they felt like some assets such as the realistic door and moon texture were a bit jarring and took away from the style. Going forward with game development, this is definitely something to think about as, at the time, I hadn't fully realised the stylistic difference and how it affected playing the game. Thinking about it now, having all aspects of the game and game objects stylistically similar can really add to the game experience.

As well as this, the user also stated they liked the choice of music and sound effects and found they added well to the game feel and play experience. This feedback helped me in realising how important music and sound effects can be when playing a game, as when I was testing the game with no music or SFX , it could feel lonely and barren. Just adding some small noise to an experience can make a big difference in making the player feel the emotion you want them to.

One note the user made that I agree with, is that the camera system is weird feeling to start with buts gets easier over time. Including the mouse cursor in the game to click buttons meant the camera had to be manually interactable with a button push which could feel weird for non-experienced users. Improving my knowledge on game design and programming should fix this in the future as I didn't know another system to get around this.

The user also claimed that they find the game overall pretty good with the game having no bugs or issues preventing completion. As well as this, they said it works as a solid groundwork for future development with the addition of more levels or game mechanics such as enemies or a failure state. This is great feedback to take forward as it gives me pointers to improve the game, as well as any future projects I may be involved in. I do believe the game is basic, but I understand this is the first game I have created and so I am proud at the small steps I have taken in starting game development.