Form link:

<https://forms.gle/7q9xpzNs8pFVoFQc7>

Test Case Scenarios

1. Players learn how to pick up objects.
   1. Player starts the level with a machete close by, the player notices the highlight and picks it up.
   2. Player kills the enemy and the enemy drops a gun, by repetition, the player should have learnt to pick up the gun.
   3. By extension, player to learn to pick up ammo, health, gold and interact with inventory
2. Player to learn basic combat mechanics.
   1. Melee attacks and shooting.
   2. Player starts with a pistol and machete.
   3. By clicking left click, the player can attack.
   4. By pressing ‘V’, the player can perform melee without a machete.
3. Player to learn to use defense covers
   1. Player to be introduced to defense covers at the start of the level
   2. Player learns to crouch behind the cover to avoid fire
   3. Player to learn how to peek around corners, avoid fire, gain defensive position by leveraging walls and covers.
4. Player to learn about enemy types
   1. There are 4 main enemy types, each with a different color
   2. Player to learn to identify and react accordingly to the enemy types
5. Player to learn about barrels
   1. Player to know that barrels explode upon damage
   2. Players know to identify barrels and use them to kill enemies or open new paths.
6. Player to learn about chests, ladders, doors and other interactables
   1. Player to use interactables to their advantage, from loot to getting to new places
7. Player to manage risk and reward
   1. The barracks are identical, with a chance for a chest, thus the player has to evaluate their chances for a battle in exchange of a new weapon. The barracks have a range of enemies that can be easy or hard depending on the weapon and skills of the player

Player notes

1. Normal player experience
   1. Died 3 times
   2. 1st section - zombies
      1. Died to zombie while reloading
   3. 3rd section - chargers
      1. Could not aim well, missed most shots on charger
   4. 4th section - shot to death
      1. Too many enemies
2. Explored most of the time
   1. Died 4 times
   2. 1st section
      1. Died to zombie
      2. Died to soldier
   3. 3rd section - soldier
      1. Hard to kill zombie in close quarters
   4. 4th section - shot to death
      1. Too many enemies
3. Speed runner
   1. First person to pick up machete
      1. Did not use it
   2. Could not kill boss with pistol
   3. Died 3 times
   4. 1st section - soldier
      1. Shot to death while running
   5. 4th section - shot to death x2
      1. Too many enemies
4. Got lost while progressing
   1. Died 4 times
   2. Overall poor navigation and slow response time to enemies
   3. Could not aim well
5. Too lucky
   1. Died 1 time
      1. 2nd section, died while reloading
   2. Got launcher from enemy drop
      1. Killed enemies really fast
   3. Got beam weapon from boss chest
      1. Killed arena enemies without dying

Final evaluation

All players learnt basic movement and combat controls

Most players learnt to use defense covers

Some players got lost and had trouble navigating

No players used grenades

Noted that grenades bounce in weird manner due to terrain

Noted that grenades deal poor damage and short range

Few players noticed and picked up the machete from the starting point

Most players killed all enemies

Noted that they were not told how to clear the level, most assumed to kill all enemies

Most players did not attempt the barracks

All players said that the boss battle was too hard

Changes

1. Reduced the number of zombies throughout level
2. Applied walls and barricades around paths to guide the player
3. Assigned patrolAI to tighter paths instead of roam
4. Added chests around the level to allow speedrunners to gain items without killing enemies
5. Added more protective cover around 3rd and 4th section
6. Removed certain guns from dropping from enemies and chests