# Alpha Stage Play Testing

**Team 1**

I do not think the orb attack is bad per se, but it's just that, it feels like the travel time towards the enemy is too slow i feel? In a way I kind of get what they are going for, but shooting doesn't have the right feel to it. Perhaps because i think of Zenyatta's orb attack, i have some bias to it. Aiming does not feel quite right to an extent, perhaps use hitscan?

For the time-warp, while visually i can see it work to an extent, I still do not feel that I am using it. Perhaps some kind of sound indicator, or visual hue to the view, aside from seeing things slow down

For the map, the disc don't look like they are spinning. Not sure if intentional, but I feel there should be more visual indicators on it. I was caught off guard

The jump for now feels too floaty.

1. What is the CORE mechanic (fundamental action(s)) of the game? Is the core mechanic well designed (it works similar to your experience with commercial games)?

* **CORE mechanic:**

1. Did you complete (achieved the player's goal) the game? [Goal may be winning, completing the level, exploring all parts, etc.]
2. Did you enjoy playing the game? Why or why not? (This is an open ended question. Pls keep your answer short)
3. Is the game balanced and playable? If you feel it is not balanced, let us know which parts and what is your suggestion to make it well balanced.
4. Rate the current progress of the game. [The progress is considered good (7 stars) if most mechanics are implemented and at least one level is playable. The game need NOT be polished (animation, special effects, etc.) at this stage]
5. What is the key strength (Novel Mechanics, HCI Devices/Tools and Gestures, Graphics/3D models/Visuals and Animation, Sound, Physics, AI/ML/Procedural Generation) of the game? (Note:- You can select more than one option if applicable, maximum 2 options)
6. How well are the key technical/design aspect(s) designed and implemented? Give your comments/feedback to improve further? (Take note of the duration available and team size while making your suggestions. It should be feasible.)
7. We are not done with the game yet, but in your opinion, what needs to be improved? [Please keep-in mind that we have only short period for any amendment/upgrade]
8. Do you think you would play a game like this once it is finished? Why or why not?
9. Overall score- Your points for the game - design (Concept, Premise, Goal, Mechanics, etc.), progress, efforts related to key mechanics/features, uniqueness/novelty.

* **/7**

1. How likely are you to recommend the game to a friend or colleague?

* /10

**Team 2**

1. What is the CORE mechanic (fundamental action(s)) of the game? Is the core mechanic well designed (it works similar to your experience with commercial games)?

* **CORE mechanic: third person shooter and player can hide as a fruit after dying**
* **Interesting, but currently not too useful in the game**

1. Did you complete (achieved the player's goal) the game? [Goal may be winning, completing the level, exploring all parts, etc.]

* **Yes**

1. Did you enjoy playing the game? Why or why not? (This is an open ended question. Pls keep your answer short)

* **Yes, the third person shooter part is playable, but the experience is incomplete currently.**

1. Is the game balanced and playable? If you feel it is not balanced, let us know which parts and what is your suggestion to make it well balanced.

* **The mechanic of turning into a fruit and hiding is not very useful right now, since the player doesn’t have time to hide and just gets killed.**

1. Rate the current progress of the game. [The progress is considered good (7 stars) if most mechanics are implemented and at least one level is playable. The game need NOT be polished (animation, special effects, etc.) at this stage]

* **4 stars**

1. What is the key strength (Novel Mechanics, HCI Devices/Tools and Gestures, Graphics/3D models/Visuals and Animation, Sound, Physics, AI/ML/Procedural Generation) of the game? (Note:- You can select more than one option if applicable, maximum 2 options)

* **Novel mechanics**

1. How well are the key technical/design aspect(s) designed and implemented? Give your comments/feedback to improve further? (Take note of the duration available and team size while making your suggestions. It should be feasible.)

* **Good, although there is some in accuracy in the shooting (cursor on player but doesn’t hit)**

1. We are not done with the game yet, but in your opinion, what needs to be improved? [Please keep-in mind that we have only short period for any amendment/upgrade]
2. **Perhaps change up the mechanic of turning into a fruit when you die and add a few seconds of invisibility before becoming a fruit to enhance the hiding mechanic.**
3. **Feedback to user when hitting or getting hit**
4. **Sound effects would be nice**
5. Do you think you would play a game like this once it is finished? Why or why not?

* **Yes. The concept can be interesting if done well.**

1. Overall score- Your points for the game - design (Concept, Premise, Goal, Mechanics, etc.), progress, efforts related to key mechanics/features, uniqueness/novelty.

* **5/7**

1. How likely are you to recommend the game to a friend or colleague?

* 7/10

**Team 3**

1. What is the CORE mechanic (fundamental action(s)) of the game? Is the core mechanic well designed (it works similar to your experience with commercial games)?

* **CORE mechanic: multiplayer battle arena**

1. Did you complete (achieved the player's goal) the game? [Goal may be winning, completing the level, exploring all parts, etc.]

* **Yes**

1. Did you enjoy playing the game? Why or why not? (This is an open ended question. Pls keep your answer short)

* **Yes, the combat is interesting and fun.**

1. Is the game balanced and playable? If you feel it is not balanced, let us know which parts and what is your suggestion to make it well balanced.

* **Yes**

1. Rate the current progress of the game. [The progress is considered good (7 stars) if most mechanics are implemented and at least one level is playable. The game need NOT be polished (animation, special effects, etc.) at this stage]

* **7 stars**

1. What is the key strength (Novel Mechanics, HCI Devices/Tools and Gestures, Graphics/3D models/Visuals and Animation, Sound, Physics, AI/ML/Procedural Generation) of the game? (Note:- You can select more than one option if applicable, maximum 2 options)

* **Graphics/3D models/Visuals and Animation**

1. How well are the key technical/design aspect(s) designed and implemented? Give your comments/feedback to improve further? (Take note of the duration available and team size while making your suggestions. It should be feasible.)

* **Good.**

1. We are not done with the game yet, but in your opinion, what needs to be improved? [Please keep-in mind that we have only short period for any amendment/upgrade]

* **Sound effects would be great.**
* **Touch pad is a little laggy.**
* **Aiming attacks is quite difficult, could maybe have a lock on feature where player can target onto another player to attack more easily.**

1. Do you think you would play a game like this once it is finished? Why or why not?

* **Yes. The concept can be interesting if done well.**

1. Overall score- Your points for the game - design (Concept, Premise, Goal, Mechanics, etc.), progress, efforts related to key mechanics/features, uniqueness/novelty.

* **6/7**

1. How likely are you to recommend the game to a friend or colleague?

* 7/10

**Team 5**

1. What is the CORE mechanic (fundamental action(s)) of the game? Is the core mechanic well designed (it works similar to your experience with commercial games)?

* **CORE mechanic: single player action game (combat and a bit of strategic battle)**
* **The combat actions are well-designed, has various actions to choose from, and need to use to a bit of strategies such as deciding on should we attack or defend or dodge**
* **However, the arrow (ranged attack) feels clunky, specifically the aim. The aim does not follow through with the arrow sometimes, and the arrow is uneven when hitting the opponent.**

1. Did you complete (achieved the player's goal) the game? [Goal may be winning, completing the level, exploring all parts, etc.]

* **No, the player dies easily, the game will not restart when the player is dead or hint that the game has ended or something, so the goal is actually not very clear.**

1. Did you enjoy playing the game? Why or why not? (This is an open ended question. Pls keep your answer short)

* **Yes, the character has many combat actions implemented - slashing, shooting arrows blocking and dogding, which makes battle more interesting.**
* **However, it starts to get bored and repetitive after a while because right now it’s just enemy keep spawning and about defeating the enemies.**
* **The background music is nice and i think it suits the theme of the game well.**
* **Animations and assets are great.**

1. Is the game balanced and playable? If you feel it is not balanced, let us know which parts and what is your suggestion to make it well balanced.

* **It is definitely playable, but not really balanced as i feel that the character will get killed easily. Could consider increase the HP/lower the damage of the enemy, or decrease the rate whereby enemies are spawning.**

1. Rate the current progress of the game. [The progress is considered good (7 stars) if most mechanics are implemented and at least one level is playable. The game need NOT be polished (animation, special effects, etc.) at this stage]

* **5 stars**

1. What is the key strength (Novel Mechanics, HCI Devices/Tools and Gestures, Graphics/3D models/Visuals and Animation, Sound, Physics, AI/ML/Procedural Generation) of the game? (Note:- You can select more than one option if applicable, maximum 2 options)

* **Novel Mechanics, Graphics/3D models/Visuals and Animation**

1. How well are the key technical/design aspect(s) designed and implemented? Give your comments/feedback to improve further? (Take note of the duration available and team size while making your suggestions. It should be feasible.)

* **The battle mechanis is fun, could consider add more variety of weapons to make it even better e.g. polearms, some heavy weapon that can deal higher damage but at slower attack rate, can consider to have some ranged attack enemies as well.**
* **The graphics and animation are done well, the animations are very smooth.**

1. We are not done with the game yet, but in your opinion, what needs to be improved? [Please keep-in mind that we have only short period for any amendment/upgrade]

* **The slashing attack was ok, though i feel it is only good for 1v1 situations, the problem is with the weapons you use.**
* **The hitbox feels inconsistent, with the knife being the most consistent as compared to the fish. The enemy hitbox also feels weird as I'm unsure whether i hit them or not aside from via animations.**
* **Additionally, the enemy hitting you feels very inconsistent for the enemies without weapons. Even if they spawn on top of me, they also do damage. Some attack animation from the enemy can have their weapons piercing through the mesh of the character.**
* **Also, enemies’ attack apparently can deal damage to their own kind as well, so when the character is blocking, the enemies in front are get killed by enemied behind them who is launching attack at the chracter**
* **The scale of the surroundings feels inconsistent in that most of the areas make me feel like a manlet relative to the size of the character.**
* **Couldn’t seem to summon ally, can only summon them when the character is dead.**

1. Do you think you would play a game like this once it is finished? Why or why not?

* **Yes, i believe it will be fun with more type of enemies and have a bigger map, the combat actions, assets, animations and music are nice.**

1. Overall score- Your points for the game - design (Concept, Premise, Goal, Mechanics, etc.), progress, efforts related to key mechanics/features, uniqueness/novelty.

* **3/7**

1. How likely are you to recommend the game to a friend or colleague?

* **7/10**

**Team 10**

1. What is the CORE mechanic (fundamental action(s)) of the game? Is the core mechanic well designed (it works similar to your experience with commercial games)?

* **CORE mechanic: multiplayer adventure game, but only other player can see enemy**

1. Did you complete (achieved the player's goal) the game? [Goal may be winning, completing the level, exploring all parts, etc.]

* **Yes**

1. Did you enjoy playing the game? Why or why not? (This is an open ended question. Pls keep your answer short)

* **No, it was very difficult and not being able to see the enemies can be frustrating.**

1. Is the game balanced and playable? If you feel it is not balanced, let us know which parts and what is your suggestion to make it well balanced.

* **Yes.**

1. Rate the current progress of the game. [The progress is considered good (7 stars) if most mechanics are implemented and at least one level is playable. The game need NOT be polished (animation, special effects, etc.) at this stage]

* **5 stars**

1. What is the key strength (Novel Mechanics, HCI Devices/Tools and Gestures, Graphics/3D models/Visuals and Animation, Sound, Physics, AI/ML/Procedural Generation) of the game? (Note:- You can select more than one option if applicable, maximum 2 options)

* **Novel Mechanics**

1. How well are the key technical/design aspect(s) designed and implemented? Give your comments/feedback to improve further? (Take note of the duration available and team size while making your suggestions. It should be feasible.)

* **Good.**

1. We are not done with the game yet, but in your opinion, what needs to be improved? [Please keep-in mind that we have only short period for any amendment/upgrade]

* **The game may be too difficult if the player cannot see all enemies. A possible change is to make the unseen enemy as a special type of enemy, and have other normal types of enemies that the players can see and attack.**

1. Do you think you would play a game like this once it is finished? Why or why not?

* **Yes. The concept can be interesting if done well.**

1. Overall score- Your points for the game - design (Concept, Premise, Goal, Mechanics, etc.), progress, efforts related to key mechanics/features, uniqueness/novelty.

* **5/7**

1. How likely are you to recommend the game to a friend or colleague?

* 7/10

**Team 11**

IDK The group numbers so I’m Just gonna put game names

**Aftermath2050 - team 9 xz**

1. What is the CORE mechanic (fundamental action(s)) of the game? Is the core mechanic well designed (it works similar to your experience with commercial games)?

* **CORE mechanic: Third-person Beat them up**
* **It is well-designed, not fully implemented**

1. Did you complete (achieved the player's goal) the game? [Goal may be winning, completing the level, exploring all parts, etc.]

* **I didn’t manage to pick up any weapons/item lmao**
* **Doors opening and lava and monster damage works well**
* **Maybe should add a crosshair so I can see more clearly where the character is “aiming” (prolly the reason why I couldn’t pick up anything)**

1. Did you enjoy playing the game? Why or why not? (This is an open ended question. Pls keep your answer short)

* **I love the TikTok music**
* **The door stuck bug is quite frustrating, but I understand the deadline rush**

1. Is the game balanced and playable? If you feel it is not balanced, let us know which parts and what is your suggestion to make it well balanced.

* **It’s well balanced, apparently weapons can only be used once, I think I manage to pick up a basket ball once but died in lava and couldn’t pick it up again due to the missing crosshair problem**

1. Rate the current progress of the game. [The progress is considered good (7 stars) if most mechanics are implemented and at least one level is playable. The game need NOT be polished (animation, special effects, etc.) at this stage]

* **5 stars. Add the crosshair.**

1. What is the key strength (Novel Mechanics, HCI Devices/Tools and Gestures, Graphics/3D models/Visuals and Animation, Sound, Physics, AI/ML/Procedural Generation) of the game? (Note:- You can select more than one option if applicable, maximum 2 options)

* **The music and roblox graphics are charming. So Graphics, Visuals and Sound**
* **The level are also procedurally generated!**

1. How well are the key technical/design aspect(s) designed and implemented? Give your comments/feedback to improve further? (Take note of the duration available and team size while making your suggestions. It should be feasible.)

* **It’s well done for now. Should add the crosshair + mouse-sense changes, it’s way too dizzy now.**

1. We are not done with the game yet, but in your opinion, what needs to be improved? [Please keep-in mind that we have only short period for any amendment/upgrade]

* **The graphics for the lava need to be changed, I couldn’t tell it was lava the first time**

1. Do you think you would play a game like this once it is finished? Why or why not?

* **Yes, I’m curious to see the ending**

1. Overall score- Your points for the game - design (Concept, Premise, Goal, Mechanics, etc.), progress, efforts related to key mechanics/features, uniqueness/novelty.

* **Excellent concept and design, but mid implementation. I give it a 4/7**

1. How likely are you to recommend the game to a friend or colleague?

* **4/10**

**UpsideDown - Team 8**

1. What is the CORE mechanic (fundamental action(s)) of the game? Is the core mechanic well designed (it works similar to your experience with commercial games)?

* **CORE mechanic:Hack and slash**
* **It is well-designed, and nicely implemented**

1. Did you complete (achieved the player's goal) the game? [Goal may be winning, completing the level, exploring all parts, etc.]

* **I killed the ghoul-bossy floating thing, so yes?**

1. Did you enjoy playing the game? Why or why not? (This is an open ended question. Pls keep your answer short)

* **Yes. It has a nice horror atmosphere and graphs are really nice (have some pokemon fangame vibes).**

1. Is the game balanced and playable? If you feel it is not balanced, let us know which parts and what is your suggestion to make it well balanced.

* **Not really, the ghost(boss?) when it turns red-eyed there is no way for no-damage run. Also I can’t find a way to heal up**

1. Rate the current progress of the game. [The progress is considered good (7 stars) if most mechanics are implemented and at least one level is playable. The game need NOT be polished (animation, special effects, etc.) at this stage]

* **7 stars. Seems on track**

1. What is the key strength (Novel Mechanics, HCI Devices/Tools and Gestures, Graphics/3D models/Visuals and Animation, Sound, Physics, AI/ML/Procedural Generation) of the game? (Note:- You can select more than one option if applicable, maximum 2 options)

* **The music and graphics are charming. So Graphics, Visuals and Sound**

1. How well are the key technical/design aspect(s) designed and implemented? Give your comments/feedback to improve further? (Take note of the duration available and team size while making your suggestions. It should be feasible.)

* **Very impressive, have both character movements + attack + enemy AI all in alpha thumsup**
* **However, it happens sometimes that two enemies are attacking the player at the same time and the player just “jiggles” and cannot properly move**
* **The highlighting of menu items (when the player hovers his mouse over) of death screen is a little bit off**

1. We are not done with the game yet, but in your opinion, what needs to be improved? [Please keep-in mind that we have only short period for any amendment/upgrade]

* **Should change the music when I’m fighting the boss cuz the atmosphere feels not stressful enough**
* **Maybe can just put a faster bgm for when the boss becomes harder at half health**

1. Do you think you would play a game like this once it is finished? Why or why not?

* **Yes. I like how it looks.**

1. Overall score- Your points for the game - design (Concept, Premise, Goal, Mechanics, etc.), progress, efforts related to key mechanics/features, uniqueness/novelty.

* **Excellent concept and design and implementation at alpha stage. I give it a 6/7**

1. How likely are you to recommend the game to a friend or colleague?

* **7/10**

**DoodleDiary - Team 6**

1. What is the CORE mechanic (fundamental action(s)) of the game? Is the core mechanic well designed (it works similar to your experience with commercial games)?

* **CORE mechanic: Tower Defense**

1. Did you complete (achieved the player's goal) the game? [Goal may be winning, completing the level, exploring all parts, etc.]

* **Nope, I died 3 times and have no idea how to play hahahaa**

1. Did you enjoy playing the game? Why or why not? (This is an open ended question. Pls keep your answer short)

* **No, mainly because the game instruction wasn’t really appealing. Currently, there are too many texts (though this is probably a temporary solution considering tight development schedule). Perhaps the team can consider adding a tutorial level with highlight on the functionalities of different components. Additionally, the team might want to test on screens with different resolution (at least on my screen, the control text is extremely small).**

1. Is the game balanced and playable? If you feel it is not balanced, let us know which parts and what is your suggestion to make it well balanced.

* **NO. THE SMOKES AT THE START ARE TOO MUCH. I don’t even know where are the enemies coming from. Perhaps the team can consider introducing the smoke at later waves or design several levels with increasing amount of smoke.**

1. Rate the current progress of the game. [The progress is considered good (7 stars) if most mechanics are implemented and at least one level is playable. The game need NOT be polished (animation, special effects, etc.) at this stage]

* **1 stars. I couldn’t get the tower building to work. Character wasd movement seem to be the only working thing. Right click will remove fog, but that’s it.**

1. What is the key strength (Novel Mechanics, HCI Devices/Tools and Gestures, Graphics/3D models/Visuals and Animation, Sound, Physics, AI/ML/Procedural Generation) of the game? (Note:- You can select more than one option if applicable, maximum 2 options)

* **The Graphics/Visuals is unique. Not much else since I couldn’t play the game properly**

1. How well are the key technical/design aspect(s) designed and implemented? Give your comments/feedback to improve further? (Take note of the duration available and team size while making your suggestions. It should be feasible.)

* **As aforementioned, I can see that the mechanics is interesting. But the implementation might need more polishing (e.g. sometimes I cannot get the tower building to work). Other technical parts movement and right click are well implemented. The design overall is pleasing as well.**

1. We are not done with the game yet, but in your opinion, what needs to be improved? [Please keep-in mind that we have only short period for any amendment/upgrade]

* **The team should consider adding a tutorial level to introduce the unique mechanic that it offers, in this way the team can enhance the player's experience drastically with moderate amount of extra effort. Additionally, smoke is too much at the beginning, the team can consider introducing the smoke at later waves or design several levels with increasing amount of smoke.**

1. Do you think you would play a game like this once it is finished? Why or why not?

* **Yes. Because I’m a gamer**

1. Overall score- Your points for the game - design (Concept, Premise, Goal, Mechanics, etc.), progress, efforts related to key mechanics/features, uniqueness/novelty.

* **Not all that unique, 2/7**

1. How likely are you to recommend the game to a friend or colleague?

* **2/10**

**Florena (exclude questions from here on out)**

1. Top down beat them up. It’s well designed to fit a phone game
2. Unfortunately no, since I don’t have an Android device and the PC version isn’t exactly working
3. Did not enjoy. But I can see its potential on an Android
4. Not sure about balance. Did not manage to play much (the joystick movement doesn’t work on PC, even if dragged by mouse. I also tried wasd)
5. Looks like 6/7 stars for the phone version and 1/7 stars for PC
6. Graphics/Visuals + HCI Devices/Tools
7. Although the gameplay doesn’t work(PC), the build loadout seems functional. The plants are cute too, should change the word fonts though.
8. PC functionality. More sound effect for the plants (voiceover kind)
9. Yes. I like green and wanna try out the cactus
10. Cute and unique. **5/7**
11. 7/10

**Soul Dragon Knight - Couldn’t play**

**Splash Party - Not full xperience since no friends to play with**

1. FPS (Shooting)
2. I did not have any friends to do this with
3. Mouse sense not changeable, so I got very dizzy very quick. No
4. Not sure
5. 2/7 Progress. (MIGHT BE INVALID BECAUSE I NEVER PLAYED IT FOR WHAT IT IS)
6. Graphics and Sound
7. No mouse sense change, crouching same speed?Intentional?, no “knife out” for faster movement. Charater animation and level design looks complete though
8. Idk if it’s feasible, maybe make a level against bots? So no friends people can play/practice
9. Yes. Because I’m a gamer
10. 4/7 for the idea
11. 7/10 Got potential to be a cool party game