# Beta Stage Play Testing

**UpsideDown - Team 8**

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

Yes, I played fully and won (or achieved the goal)

7.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.

I am not sure about it

8.Did you find any bug? Pls elaborate to help us fix this bug.

9.Is the game polished? (Look into: Animations, Core mechanics, Mechanics, Aesthetics, Colour Schemes, User Interface, Sound effects, Camera Effects, Background Music etc. Refer the slides on "Game Juice" for more). Let us know the areas to improve/polish further and how.

Yes. I like the music and artistic style, though there could be more sfx such as slashing. Also the plot is not clear for me (I was sent to a new area after taking a quest?) It would also be better if there were more direction/tutorial (I got confused with golden key and silver key)

10.Do you see some/few improvements from alpha phase release based on your comments?

Yes

**DoodleDiary - Team 6**

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

Yes, I played fully and won (or achieved the goal)

7.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, it is too hard or too easy

8.Did you find any bug? Pls elaborate to help us fix this bug.

NA

9.Is the game polished? (Look into: Animations, Core mechanics, Mechanics, Aesthetics, Colour Schemes, User Interface, Sound effects, Camera Effects, Background Music etc. Refer the slides on "Game Juice" for more). Let us know the areas to improve/polish further and how.

Yes. I like the music and graphics, and the information manual is definitely better than the last one. However, i still wish to see a simple tutorial like how to place a tower, etc.

10.Do you see some/few improvements from alpha phase release based on your comments?

Yes

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

**Team 5 - SUBMITTED**

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

* Yes, I played fully and won (or achieved the goal)
* **No, but with more practice I can**
* No, the game is hard to play
* No, playable version of the game is developed yet
* Others

7.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, the game play has right amount of challenge and enjoyable
* **No, it is too hard or too easy**
* I am not sure about it
* Others

8.Did you find any bug? Pls elaborate to help us fix this bug.

**1. Arrow ally sometimes will just attack behind the wall, enemies attack the wall outside the city wall.**

**2. When using the arrow weapon, pressing the left mouse button once (instead of holding it) will cause the player to spin on the spot.**

9.Is the game polished? (Look into: Animations, Core mechanics, Mechanics, Aesthetics, Colour Schemes, User Interface, Sound effects, Camera Effects, Background Music etc. Refer the slides on "Game Juice" for more). Let us know the areas to improve/polish further and how.

**Yup, most components of the game are polished. The BGM music is good (really like it), also the necessary UI is displayed, the menu is working fine as well, allowing the player to pause the game. The 4 types of weapons, 4 different ally, and different types of enemies are great, it brings up the game experience and makes the game more fun. Also, many battle mechanics are implemented such as dashing and blocking. Some decoration assets are placed in the game as well, add points to the arts and aesthetics of the game.**

**1. The animation for the character attacking the enemy can be improved (doesn't really have the 'hit' feeling).**

**2. It will be better if there are spawning sound effects for the ally to indicate that an ally is spawned, and maybe a number on (or beside) the ally icon to display the number of each ally being spawned and active on the field.**

**3. Could have more sound effects, such as when the character gets hurt, or when the ally gets killed.**

**4. Can add a more relaxing BGM before each wave of enemy, then transit to the current BGM when enemy waves approached, to mark the start of a battle.**

10.Do you see some/few improvements from alpha phase release based on your comments?

* **Yes**
* No

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

**4/7**

**Team 9 - SUBMITTED**

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

* Yes, I played fully and won (or achieved the goal)
* **No, but with more practice I can**
* No, the game is hard to play
* No, playable version of the game is developed yet
* Others

7.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, the game play has right amount of challenge and enjoyable**
* No, it is too hard or too easy
* I am not sure about it
* Others

8.Did you find any bug? Pls elaborate to help us fix this bug.

**1. In the map whereby there's a statue of liberty at the center, the player became immobile after defeating all the enemies (can rotate the camera and the BGM is still playing though), thus have to quit to the main menu.**

**2. Sometimes the enemies get stuck together when two of them jumped onto the table with fruits.**

**3. Sometimes the body mesh of the character and the enemy can penetrate through one another.**

9.Is the game polished? (Look into: Animations, Core mechanics, Mechanics, Aesthetics, Colour Schemes, User Interface, Sound effects, Camera Effects, Background Music etc. Refer the slides on "Game Juice" for more). Let us know the areas to improve/polish further and how.

**The game is definitely well polished, it has good BGM, appropriate sound effect and animation(when attacking an enemy, the character get hurt etc), and the art style and colour schemes look comfortable. Necessary UI are implemented. Also, inside the menu, we can set the screen resolution, view distance. anti-aliasing and sound, definitely add value to the player experience. The roguelike game mechanic is interesting, there are plenty of items/weapons, enemy and mini-bosses in the game, making it quite an interesting game.**

**1. The aiming (right mouse button) is a bit hard to see the end point of the projectile, maybe can improve on that.**

**2. Sometimes the 'attack' action will miss the enemy, this will cause the player get hit many times if there are multiple enemies around, thus maybe can consider add a 'block' action to make the game easier.**

10.Do you see some/few improvements from alpha phase release based on your comments?

* **Yes**
* No

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

**5/7**

**Team 1 - SUBMITTED**

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

* **Yes, I played fully and won (or achieved the goal)**
* No, but with more practice I can
* No, the game is hard to play
* No, playable version of the game is developed yet
* Others

7.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, the game play has right amount of challenge and enjoyable**
* No, it is too hard or too easy
* I am not sure about it
* Others

8.Did you find any bug? Pls elaborate to help us fix this bug.

**1. Sometimes near the edge of moving/floating platforms, unable to jump smoothly to other platforms, which causes the character to die from falling.**

9.Is the game polished? (Look into: Animations, Core mechanics, Mechanics, Aesthetics, Colour Schemes, User Interface, Sound effects, Camera Effects, Background Music etc. Refer the slides on "Game Juice" for more). Let us know the areas to improve/polish further and how.

**The game is fun and well polished. The sound effects, UI and menu are great. There are multiple levels and each level has a big map, which allows the players to play for a while (which is good). The aesthetics and colour scheme are good, it gives a strong futuristic and another-dimension feel. There are quite a lot of traps and level designs (such as moving platforms) which makes the game more interesting. Also, the mechanics of collecting orbs and speeding up the character is quite interesting.**

**1. Can consider allowing the player to switch between first and third-person view, because sometimes when the speed of the character gets increased too much, playing in first-person view can cause some giddiness for some players. Maybe allowing the player to switch to third-person view can solve this issue for some players who face this issue.**

**2. It will be great if can add some BGM.**

**3. Can consider adding more types of enemies to make it more diverse.**

10.Do you see some/few improvements from alpha phase release based on your comments?

* **Yes**
* No

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

**6/7**