**Playtest Report – Beta 01**

I (Ben L) explicitly asked Ming Fei to playtest our game, to hear his feedback with regards to the overall experience.

In summary, the tutorial needs a lot more clarity, and should cover a lot more aspects of the game. For example, the purpose of the different buildings. The tutorial also broke in this playthrough and objectives could not be completed. The default rally point was set inside the base so freshly created units were not visible and did not spawn in a clear location.

Since the scout functionality is not fully implemented and has for some reason replaced the wongles, wongle units could no longer be spawned in the tutorial. It was also suggested that only the current objective should be displayed at the beginning. The unit queue number was mistaken for the number of units being built and not for the time until unit completion. (We already have a progress bar, so maybe we should remove this?)

The animated gifs for each objective only play through once. They should loop so that players don’t miss the information being conveyed.

The main game suffers from the same issue of clarity and lacks a sense of guidance and explanation. Units and buildings lack a description of their functions which makes the game confusing even to experienced RTS players. Throughout gold rectifying this should be a primary focus of the programmers. If we’re developing a game that we’re marketing as an accessible RTS, then it should clearly be accessible especially to veterans who are entering with a prior understanding of the games mechanics.

When wongles were far away from a placed building, they would not automatically move to construct it. The construction process is also not clearly explained.

At one point while harvesting wood, the counter jumped from roughly 160 wood to 840. We were not sure how to replicate this, it happened very suddenly.

Unit pathfinding issues allow them to clump up and get stuck on their collisions way too easily, which leads to big gameplay issues later on. Player units also aren’t particularly responsive to enemy threats which allows them to be picked off in complete silence without warning. Ming Fei suggested that pathfinding should be developed via a grid system, and that units targeting buildings should target the buildings general radius, as opposed to a precise point.

On the note of clarity and explanation, the wonder process needs to be clearly explained as it is initiated, again a lot of details are missing.

Ming Fei found the building construction process to be unclear, did not like manually having to send wongles to construct a newly placed building.

The difficulty did not transition gradually up to the wonder difficulty, and the spike felt unnatural. Not good for a game that is aiming to be accessible.

The hotkey feature was not explained and thus wasn’t used.

The fog of war just looks like a bunch of bricks, and could use a shader effect to visually represent fog. Its purpose is also unclear.

Geiger nodes were spawning in massive clusters and too randomly. Massive areas of the map would be sparse while other areas would be filled with nodes. The nodes could also potentially benefit from numeric feedback indicating how many crystals a node has remaining until it is depleted.

When a building can’t be placed due to a lack of resources, it should be immediately made clear what resource is missing and how much of it the player needs to obtain.

When building wongles, they were sometimes able to be generated to the point where the player had negative food.