

Game Design Document

Midnight Taxi

Group 28

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High Concept

One Line Introduction

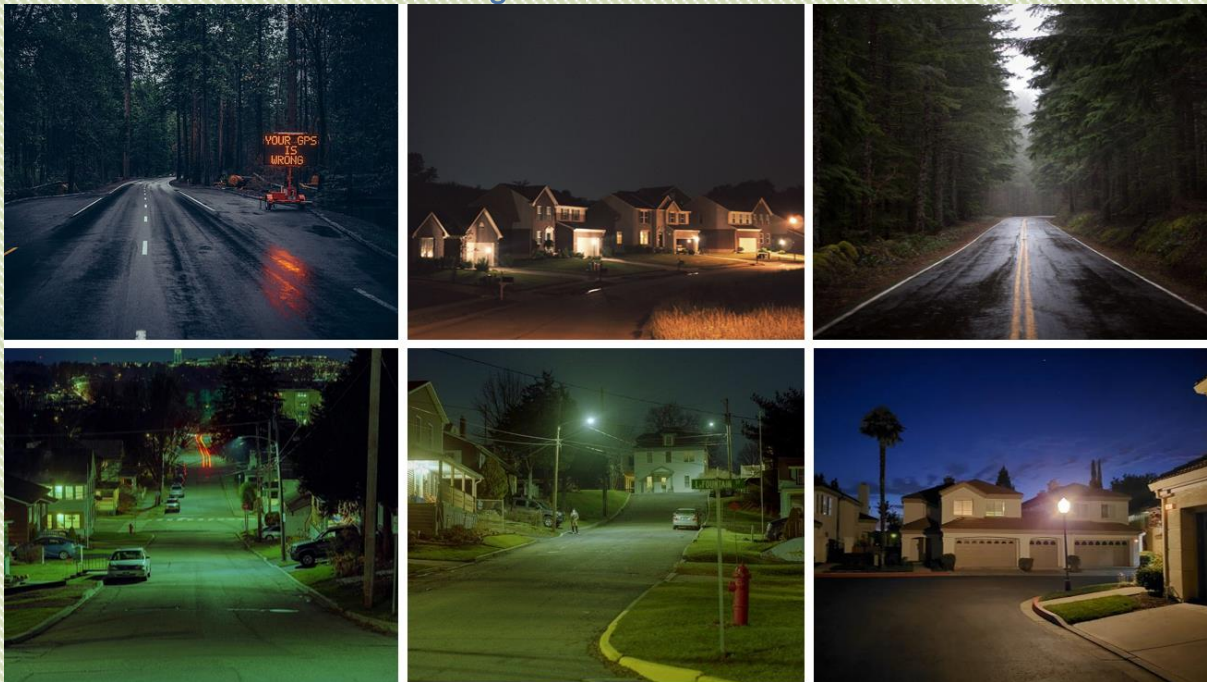
Late night taxi driver delivers passengers to their destination while answering dialogs and avoid obstacles.

Full Introduction

You work as a Taxi driver who is working a night shift on the east coast, you must drive and take people to their destination while engaging in choice-based dialogue, like Road 96.

The choices you make dictate the outcomes.

Theme/ Environment / Setting



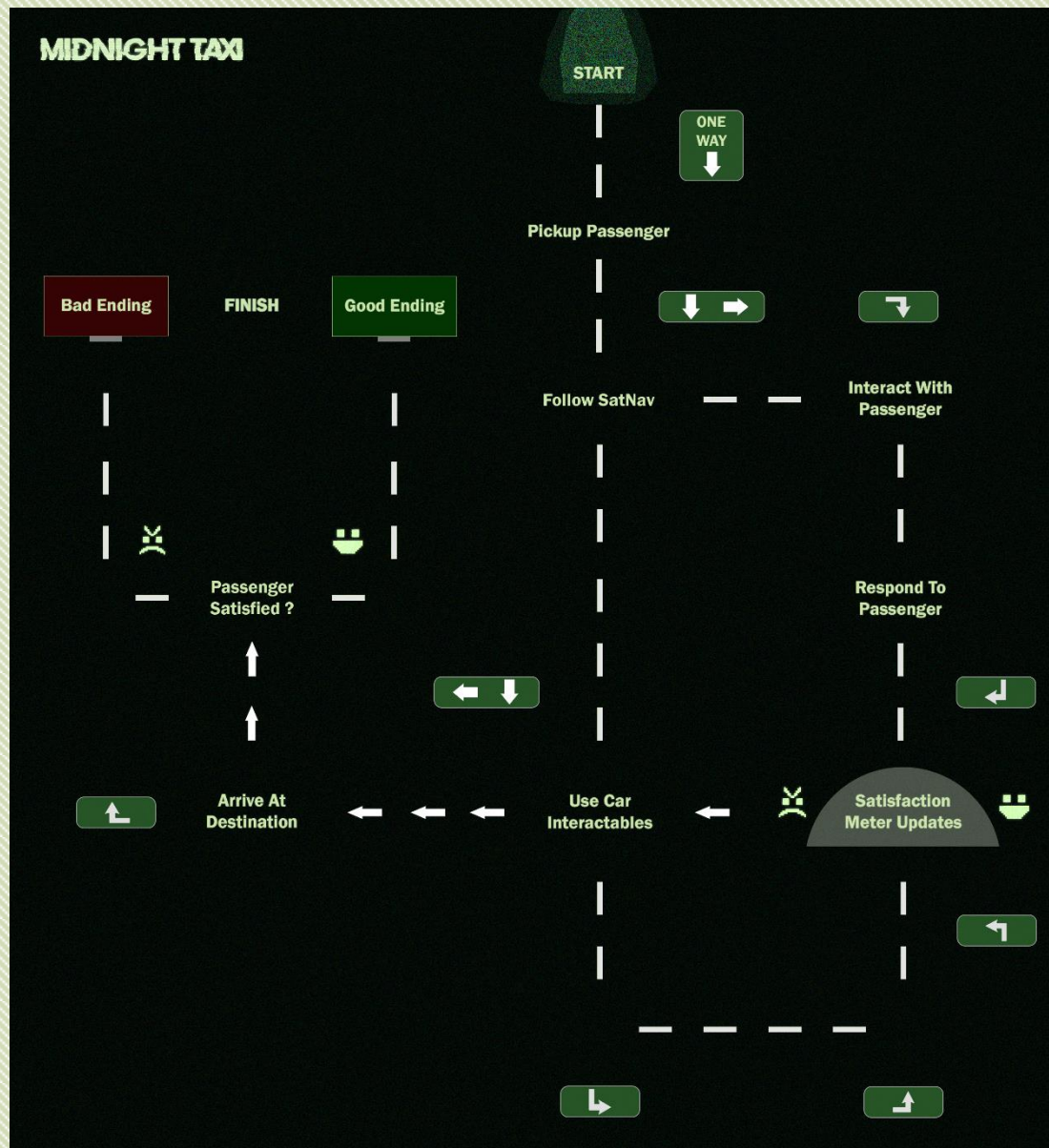
The theme we are planned to have for the game is something eerie, dark, and heavily influenced at American streets and roads. The level will use the American grid system for the roads and streets but will also have some differences compared to the traditional system.

Gameplay Loop

The gameplay is as follows: pick up your passenger, drive towards your destination and work on improving the passenger's satisfaction score by driving

well and interacting positively with them. The key point is the satisfaction system which, all-in-all, affects the ending you are given at the end of each level:

Gameplay Loop Diagram:



This shows how the game progresses for the player and the options they can take which will improve the passenger's satisfaction. Choosing to ignore, however, will lead the player down a straight path to the end but inevitably with a bad ending, should they have chosen to ignore the passenger.

Unique Selling Point/s and Key Mechanics

Driving a taxi mixed with a narrative/dialog mechanics being used and having a plethora of interior mechanics. Here are some key mechanics that are going to be implemented in the game:

- Driving mechanics
- Sat-Nav mechanics
- Radio System mechanics
- Rear view mirror mechanic
- Interaction with passenger
- Interior mechanics such as – interior lights, window mechanics, etc.

Main Objectives

#	Objective
1	The use of the dialogue system throughout the game
2	Multiple way to traverse throughout the level – such as different roads leading to the same direction
3	Earning the two possible endings – either good or bad

Design Motivation and Inspiration

- 'Road 96'
 - Environment style will be like Road 96 where roads are broken up by smaller towns and following American grid style road.
- 'Beware'
 - Inspired by the lighting and atmosphere found in this game.
- 'Iron Lung & Shotgun Roulette'
 - Inspired by the claustrophobic feel and eeriness found in both games.

Gameplay Summary

The gameplay is as follows – The player works as a taxi driver and picks people up to drop them to their destinations. The player has a chance to interact with the passenger with unique dialog options. If picking the good choices, the player receives the good ending, and if the player chooses the bad option, the player then receives the bad ending. While the player is answering these dialogs, the player also must be wary about the actual road as there are many challenges on the road such as blockage and harsh weather conditions such as fog and heavy rain.

Key Elements

- Answering dialogues to progress through the game.
- Using mechanics such as wipers and windows to help with NPC satisfaction.
- Multiple ways to travel around, not as linear but not as open either.
- Presenting challenges with quick time events (answering the NPC, scripted event, etc).
- Two different outcomes for each level/area depending on customer satisfaction.

Expected Player Experience

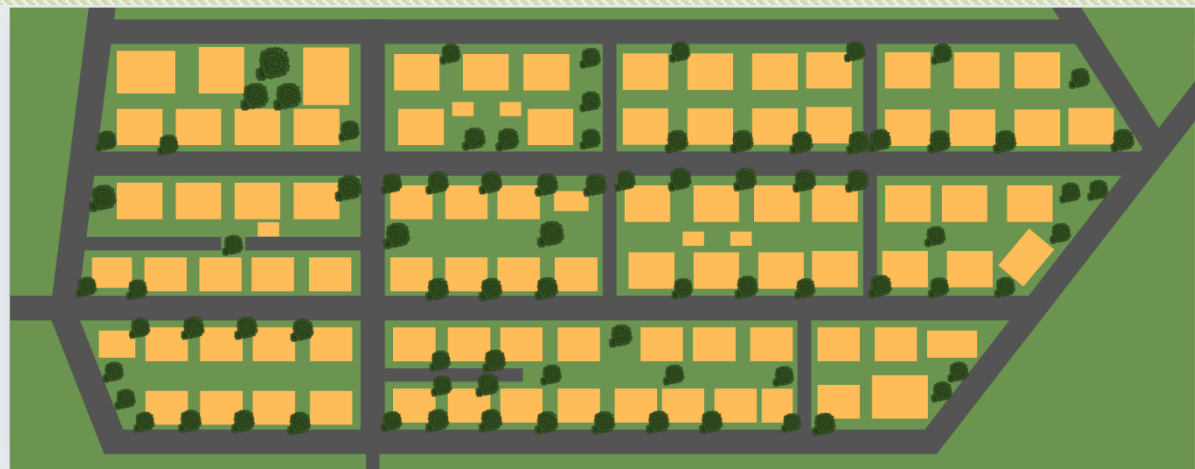
- A tutorial level which will allow the players to know what the controls are in the game and how the gameplay loop will consist of.
- A clear goal with the use of narrative in the game
- Answering dialogues to progress throughout the levels in the game. Dialogues determine the outcome of the level and the final ending.
- Keeping the NPC satisfied and well, results in a good ending and if doing the opposite leads to a bad ending.
- When finishing each level, you are rewarded with customisable interior design such as bobble heads.

Overview Map

Tutorial Area



Area 1

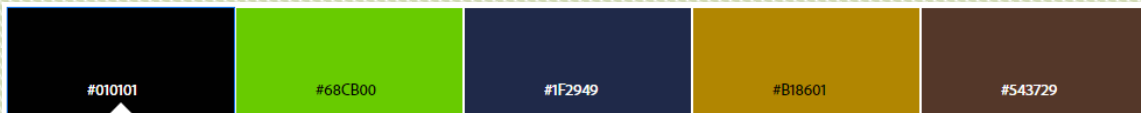


Final Area



Aesthetics

Colour Pallet



High Resolution Screenshots







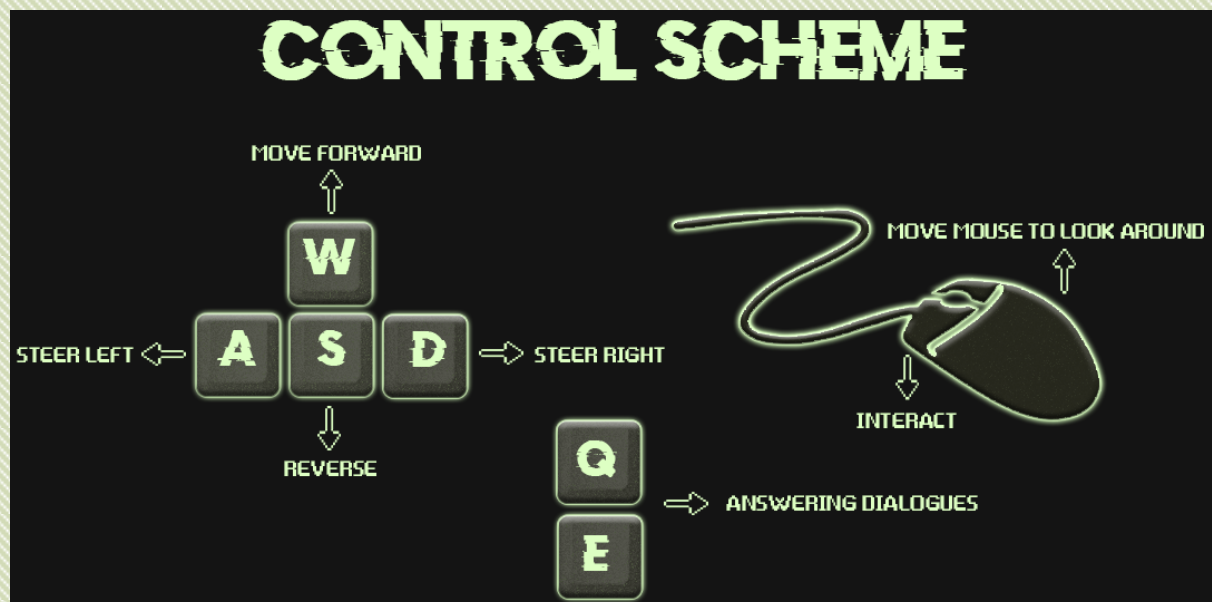
Mechanic Diagrams & Explanations

Mechanic Explanations

The character has few mechanics since they are always seated in the car. Some of the most important mechanics is the ability to pick and select certain dialogue options during picking up and dropping off passengers. Some others are having the ability to accelerate and decelerate the car, navigate, and activate some of the cars features like rolling up/rolling down the window, turning on the headlights, and turning on the radio.

NOTE: Some of these mechanics are in use but have been slightly altered such as the headlights control and wiper control.

Keyboard Controls

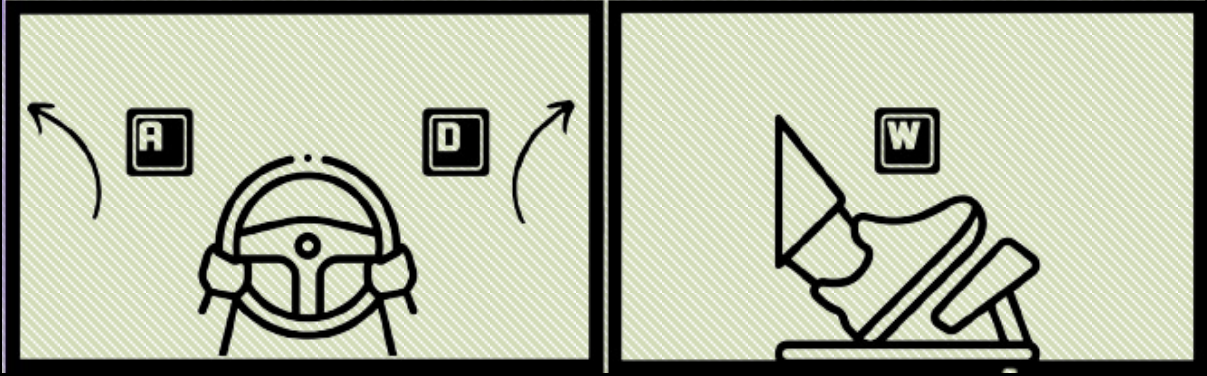


(By Bilal Patel)

This is a diagram showing the basic control scheme of the game. WASD keys are the movement, Q & E allow answering dialogues and using the left click button allows you to interact with the taxi. Moving the mouse allows the player to look around.

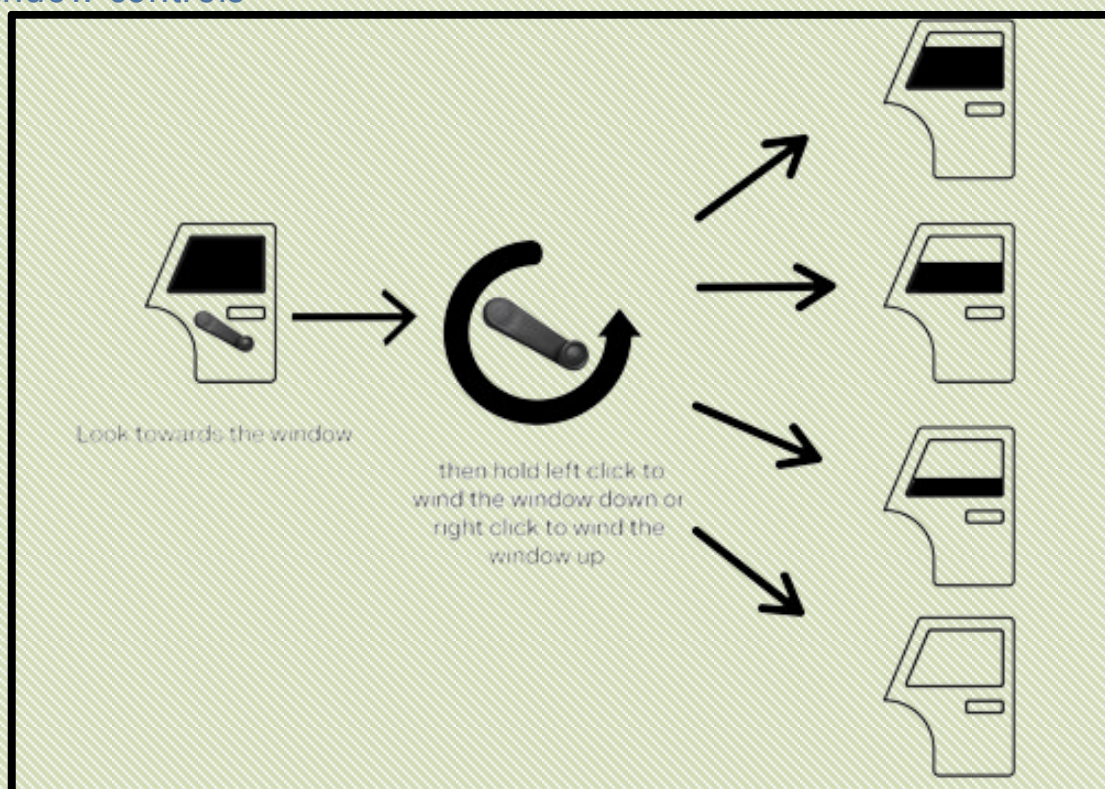
Steering and acceleration controls

Steering and Acceleration Controls



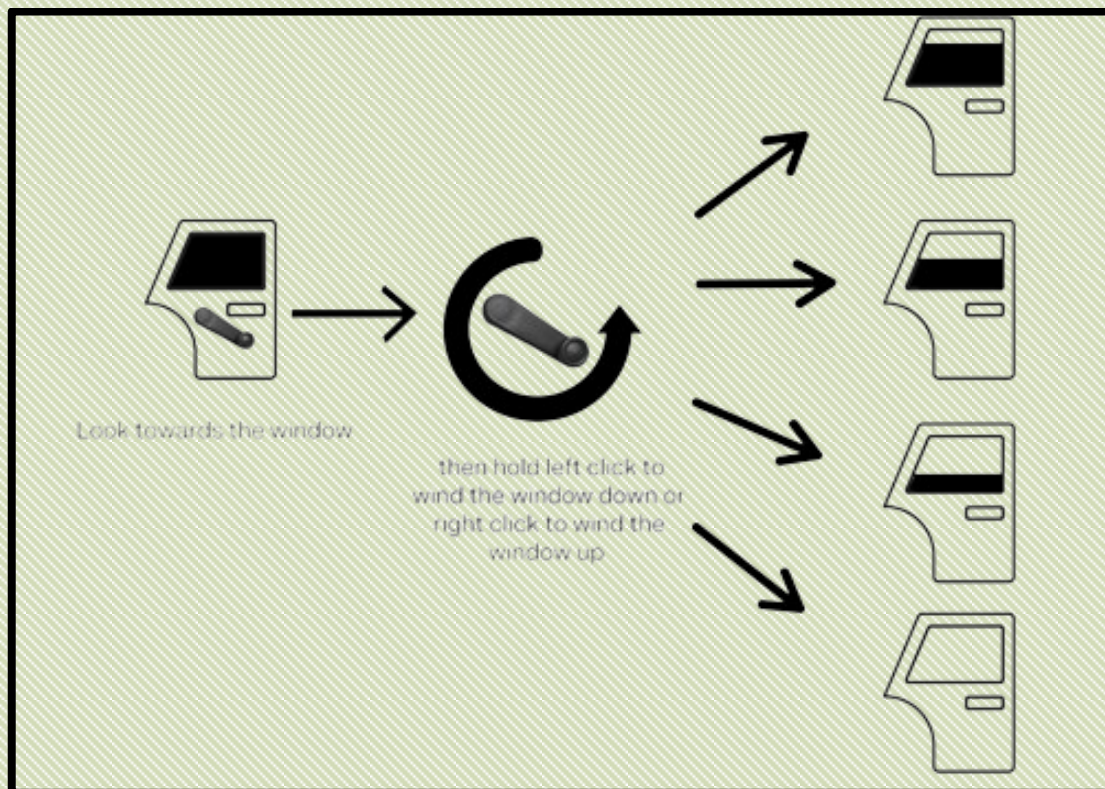
(By Bilal Patel)

Window controls



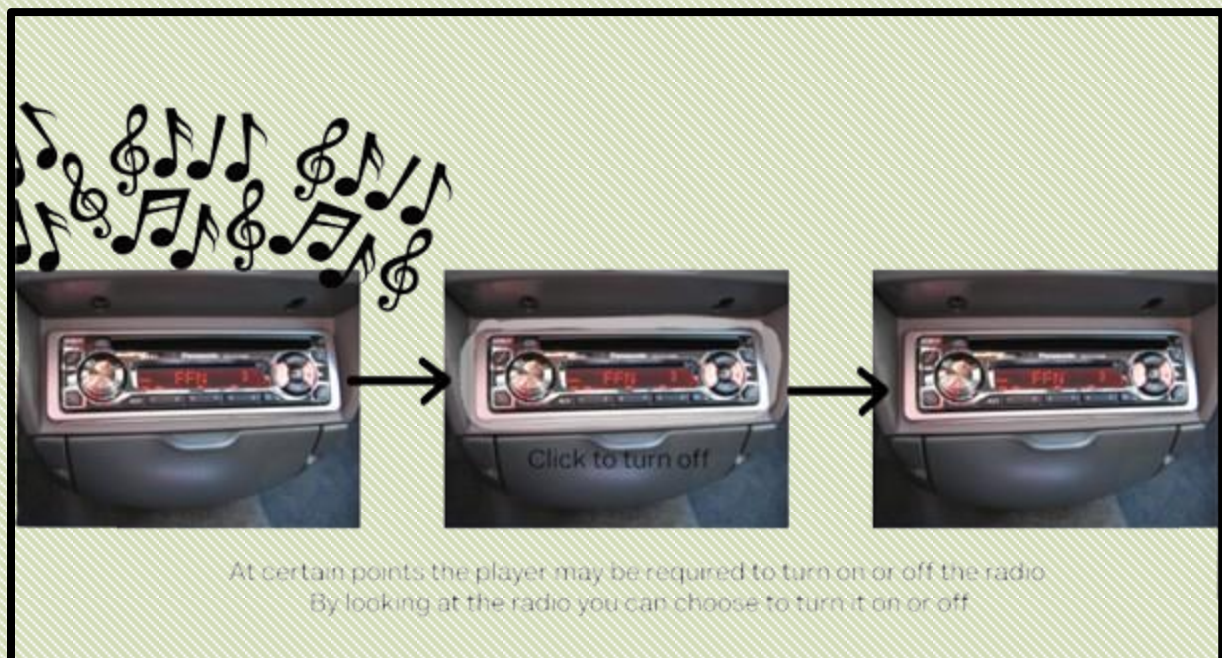
(By Billy Masih)

Window controls



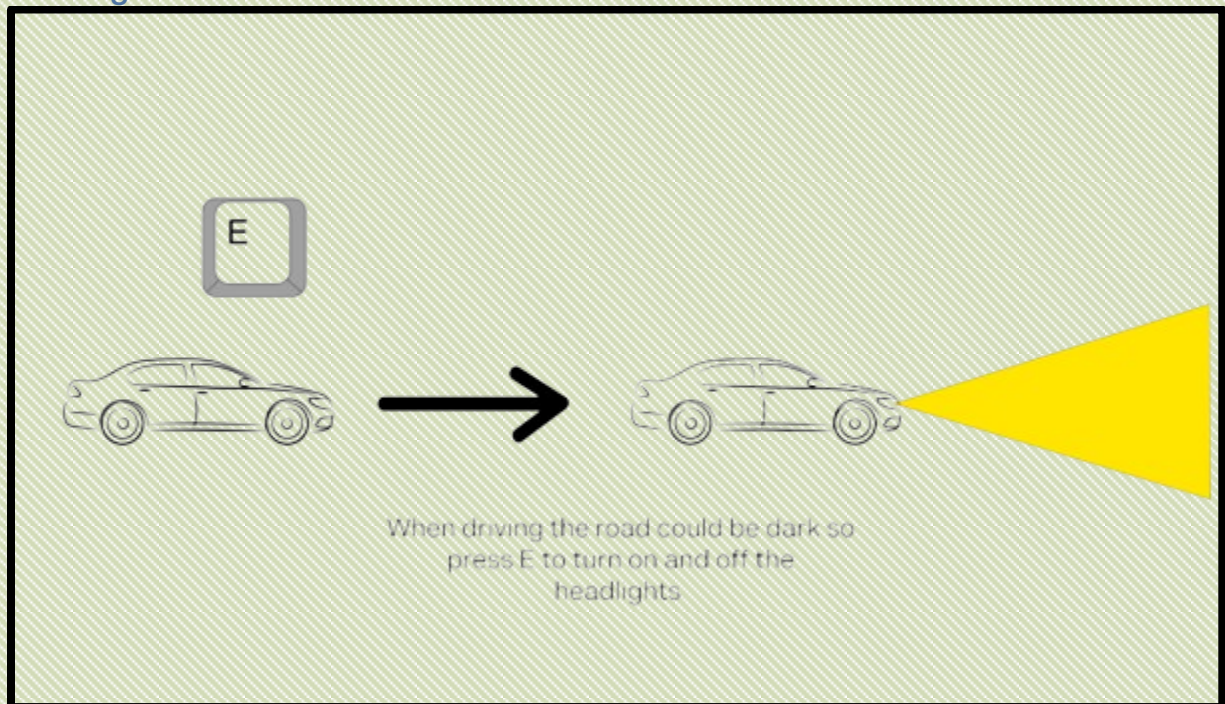
(By Billy Masih)

Radio Controls



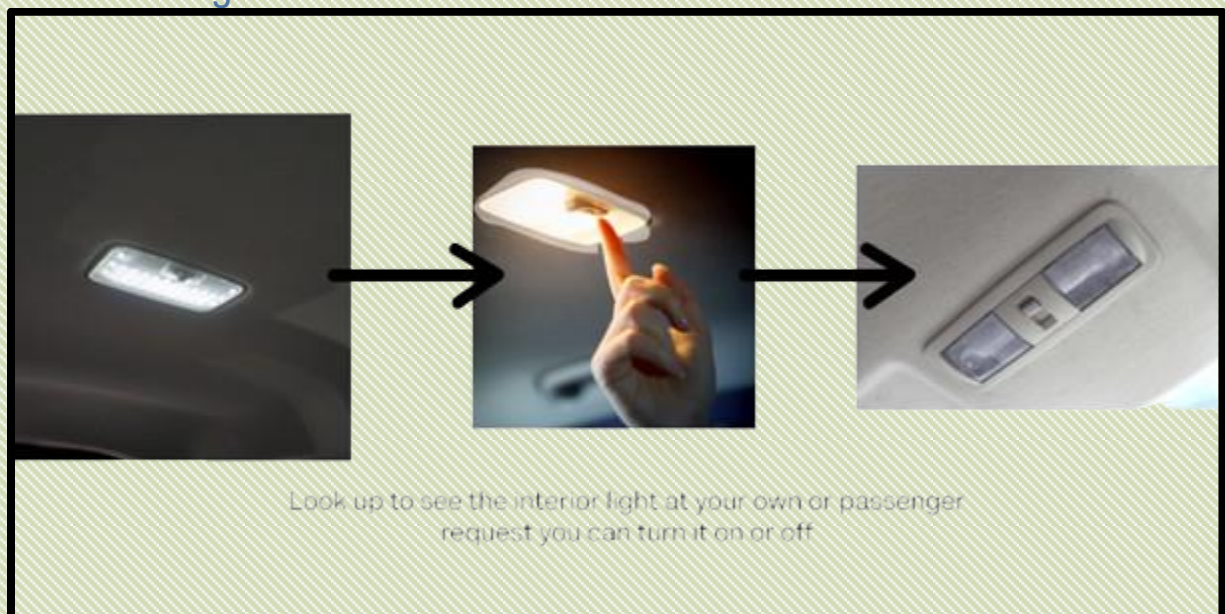
(By Billy Masih)

Headlights Controls



(By Billy Masih)

Overhead Lights Controls



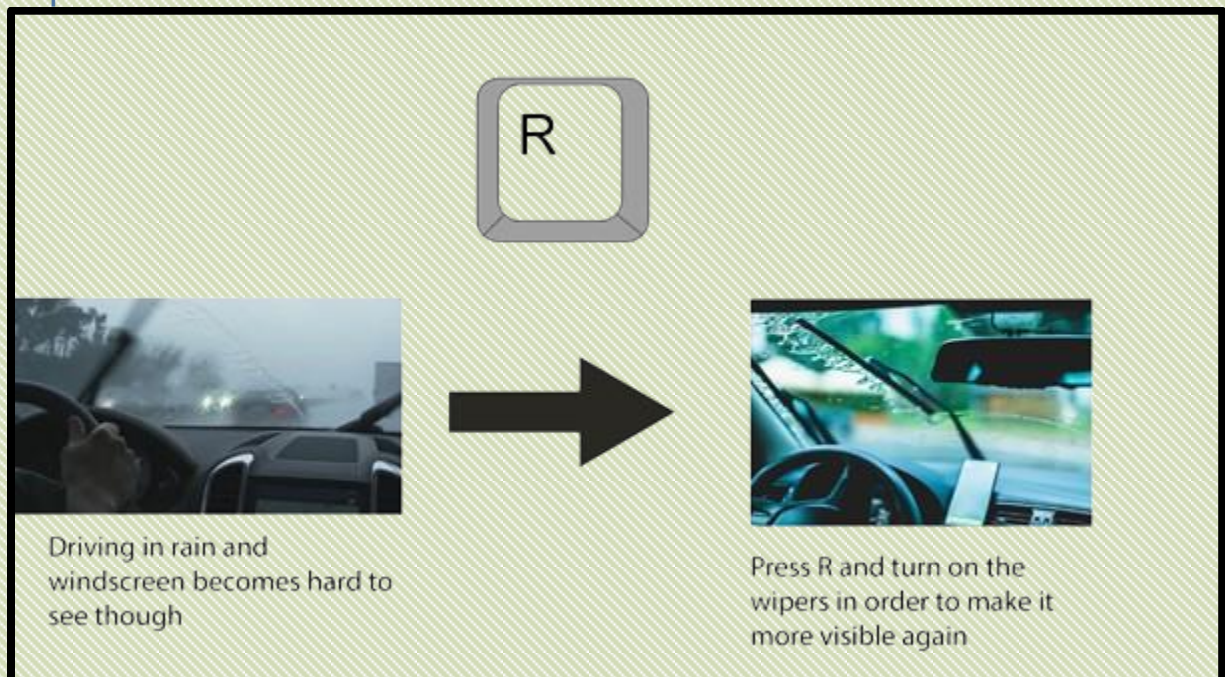
(By Billy Masih)

AC Unit Control



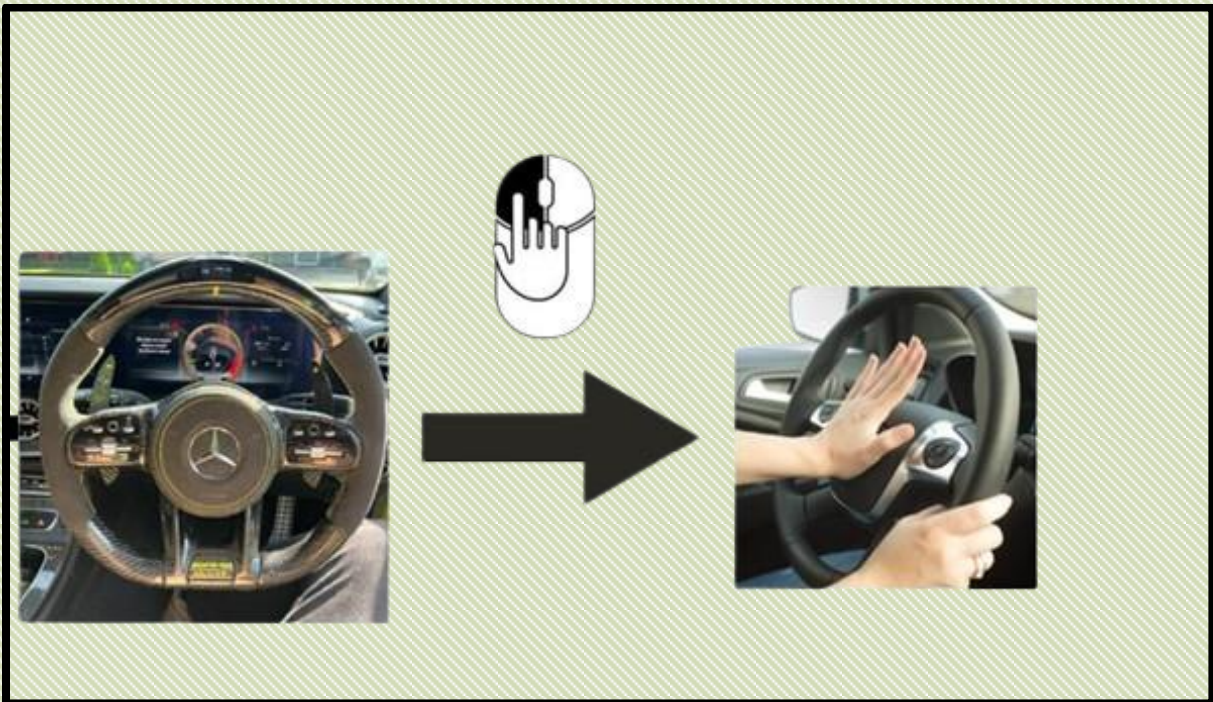
(By Billy Masih)

Wiper Control



(By Billy Masih)

Horn Control



(By Billy Masih)

End State (Good)



(By Bilal Patel)

End State (Bad)



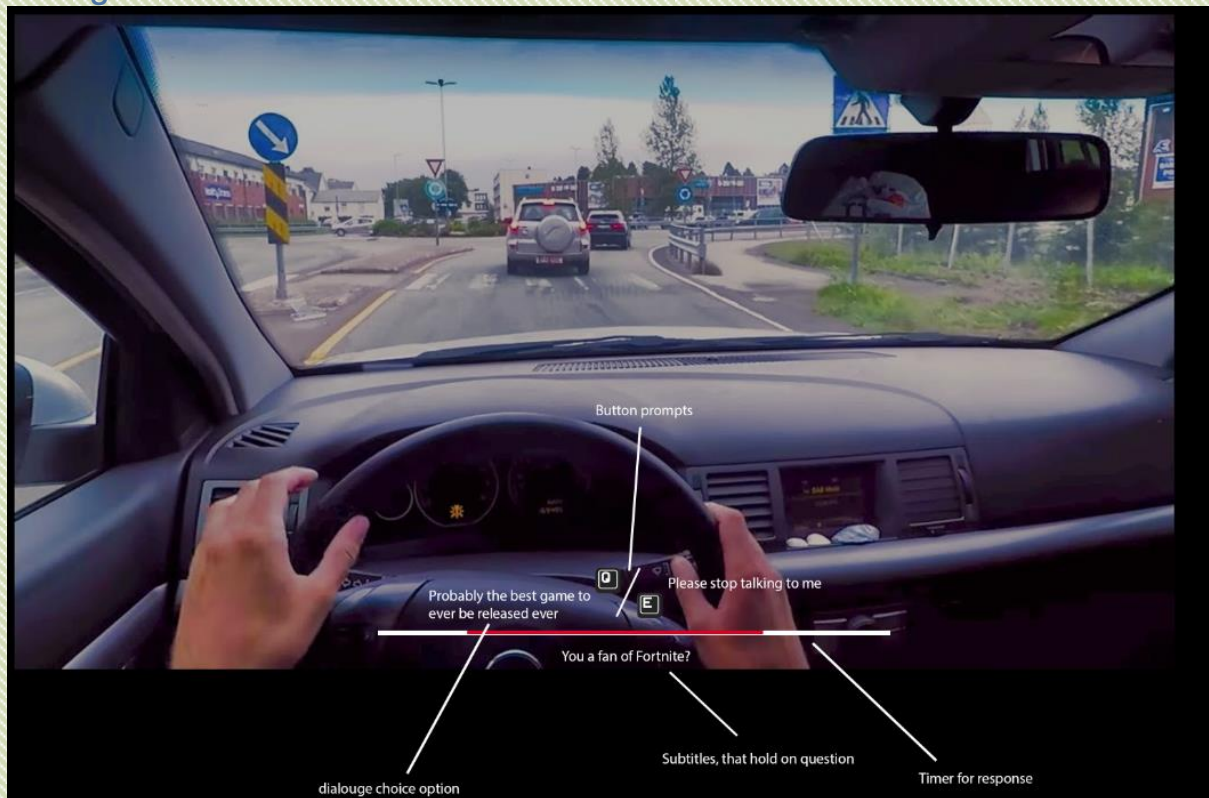
"Oh no! The taxi driver's fate has been sealed and had sadly been killed by the psychotic passenger"

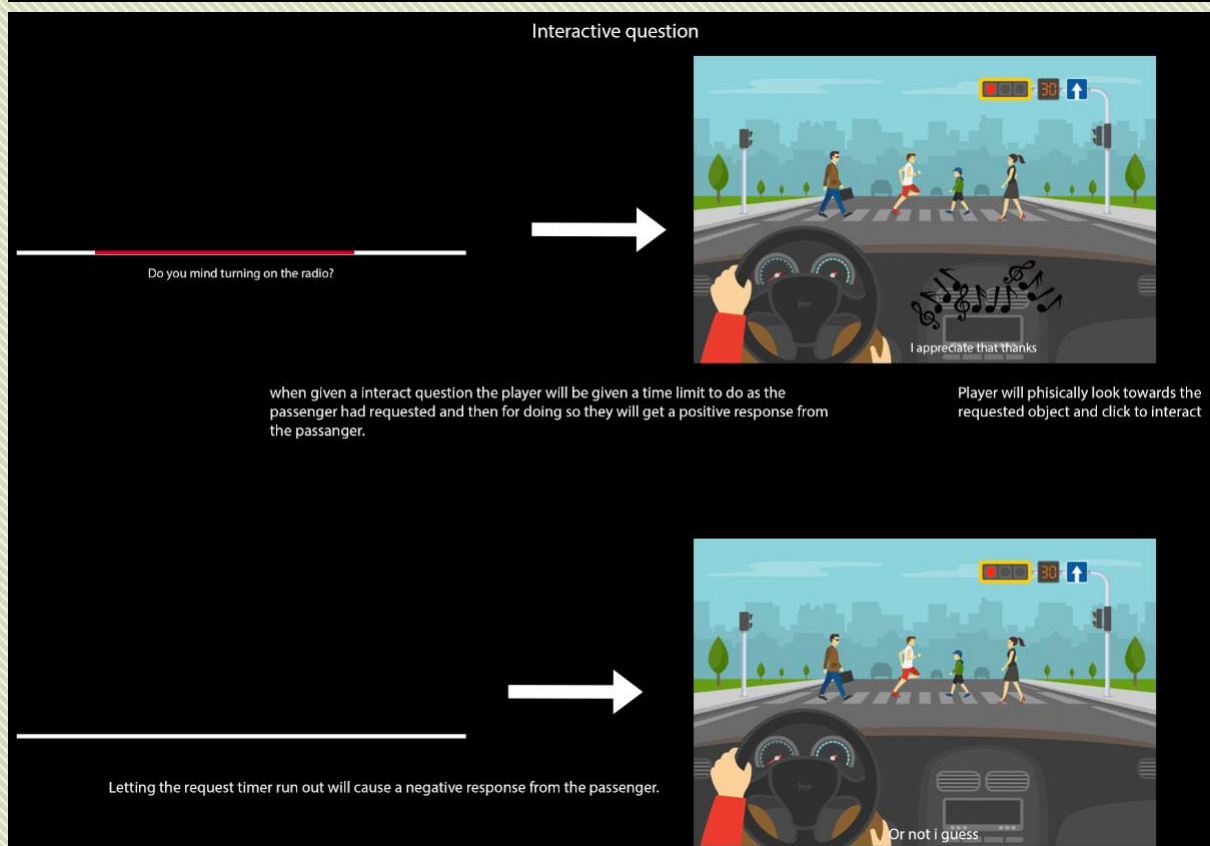
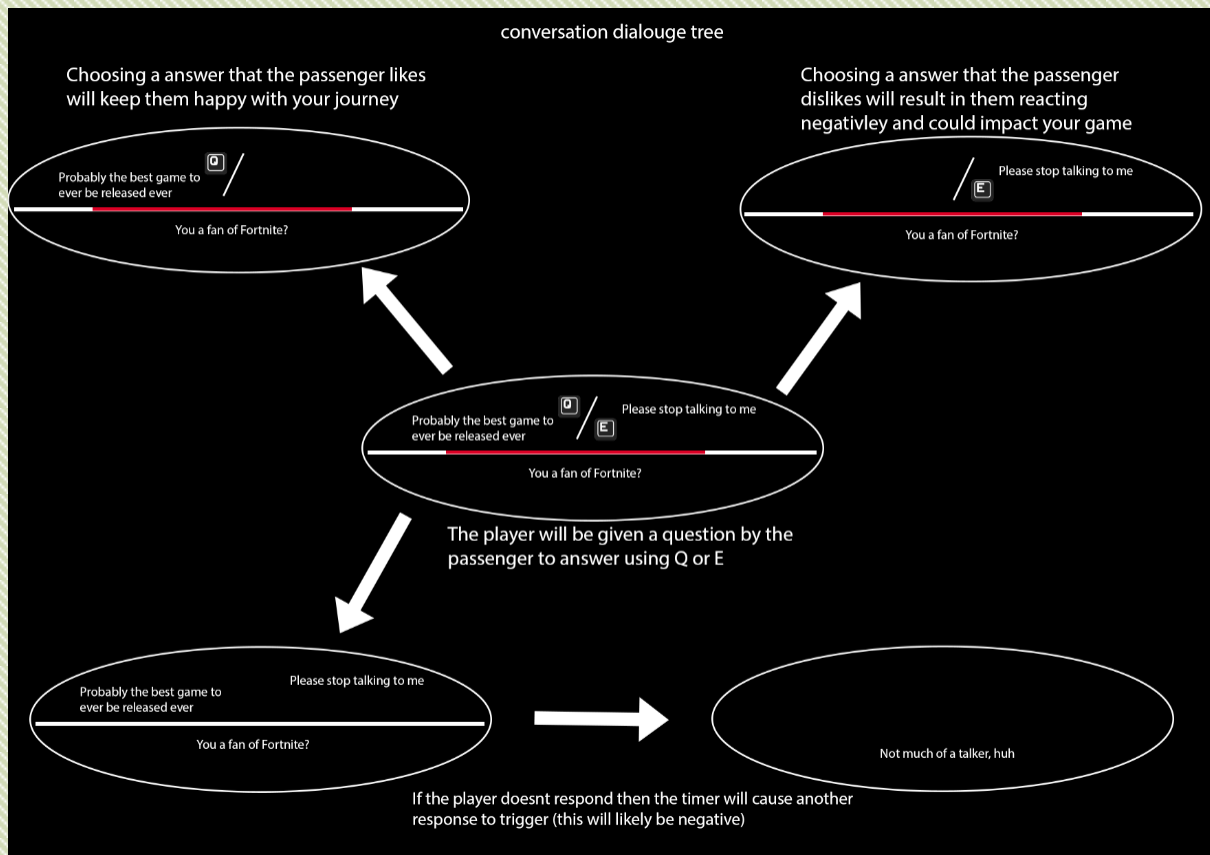
Restart?

Return?

(By Bilal Patel)

Dialogue Mechanic

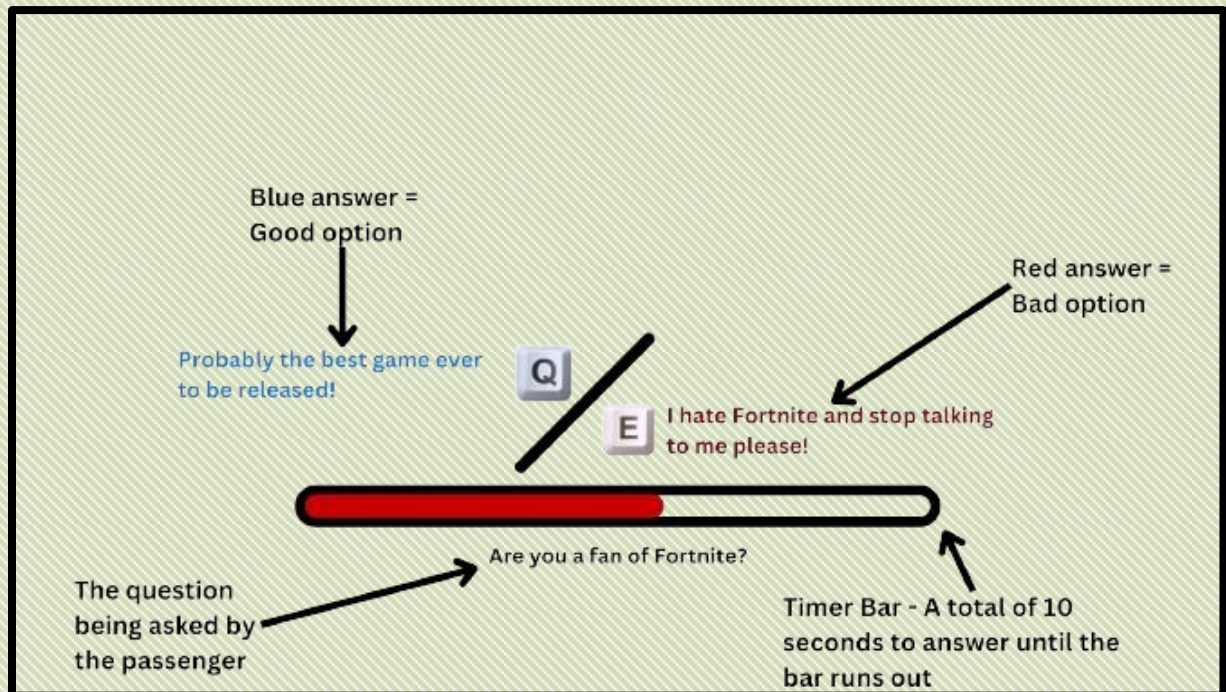




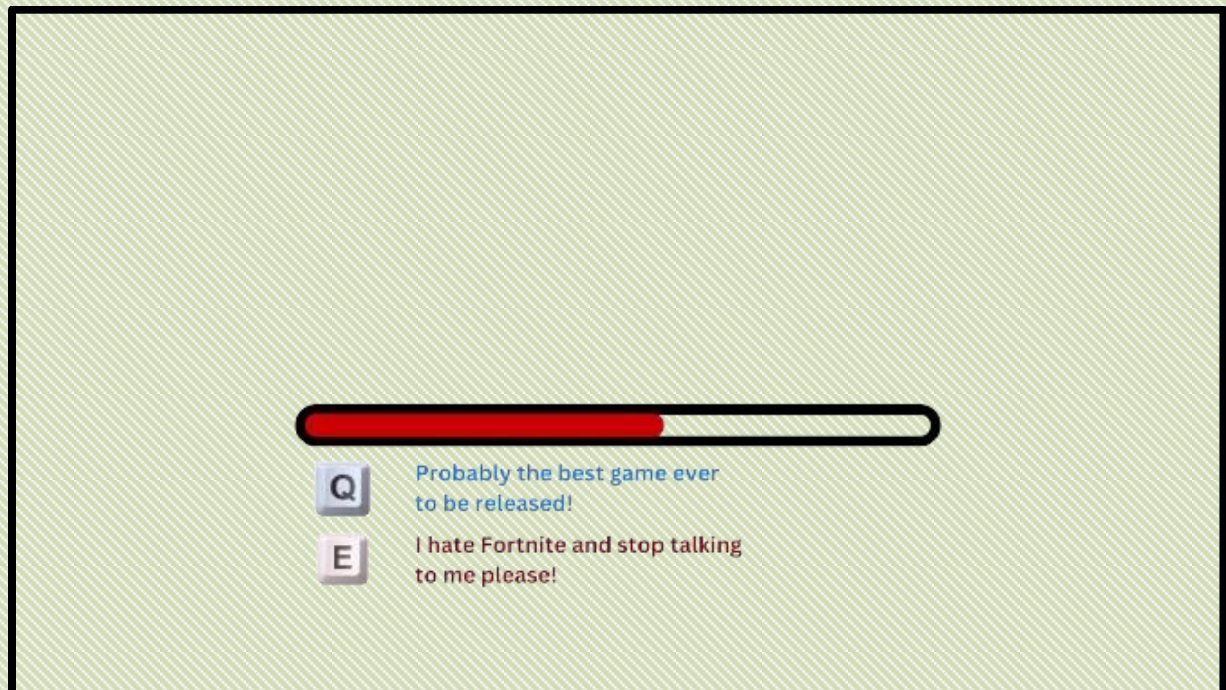
(By Billy Masih)

Dialogue Mechanic UI Ideas

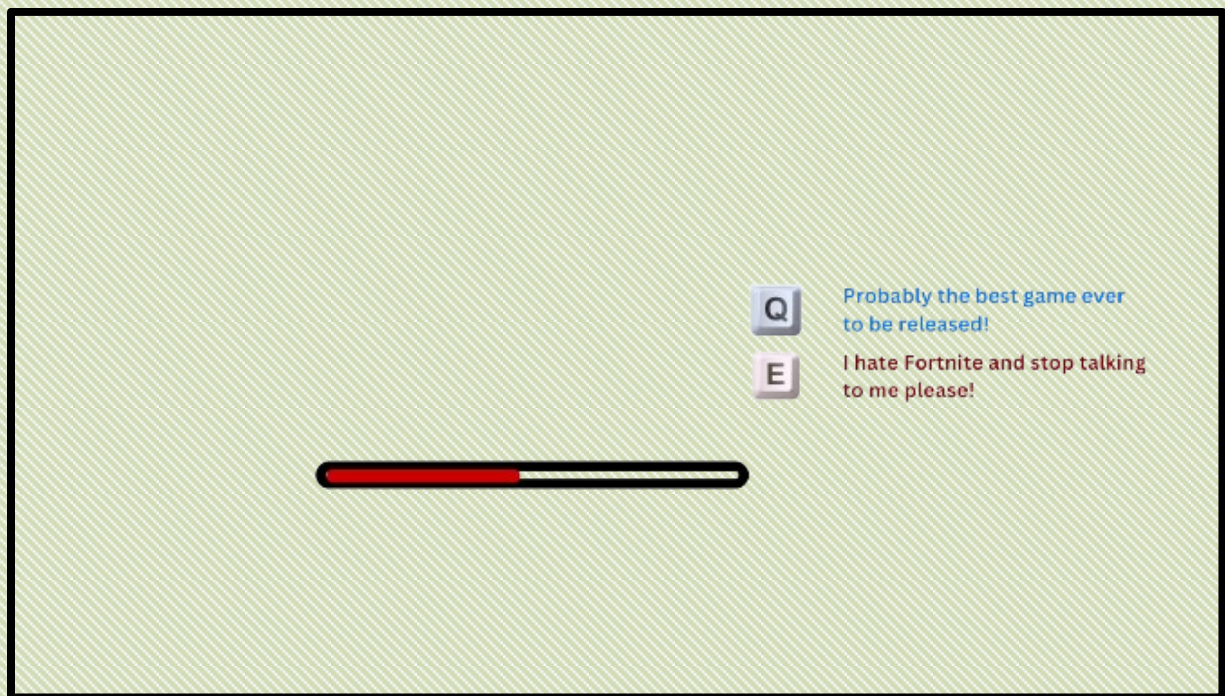
Example 1



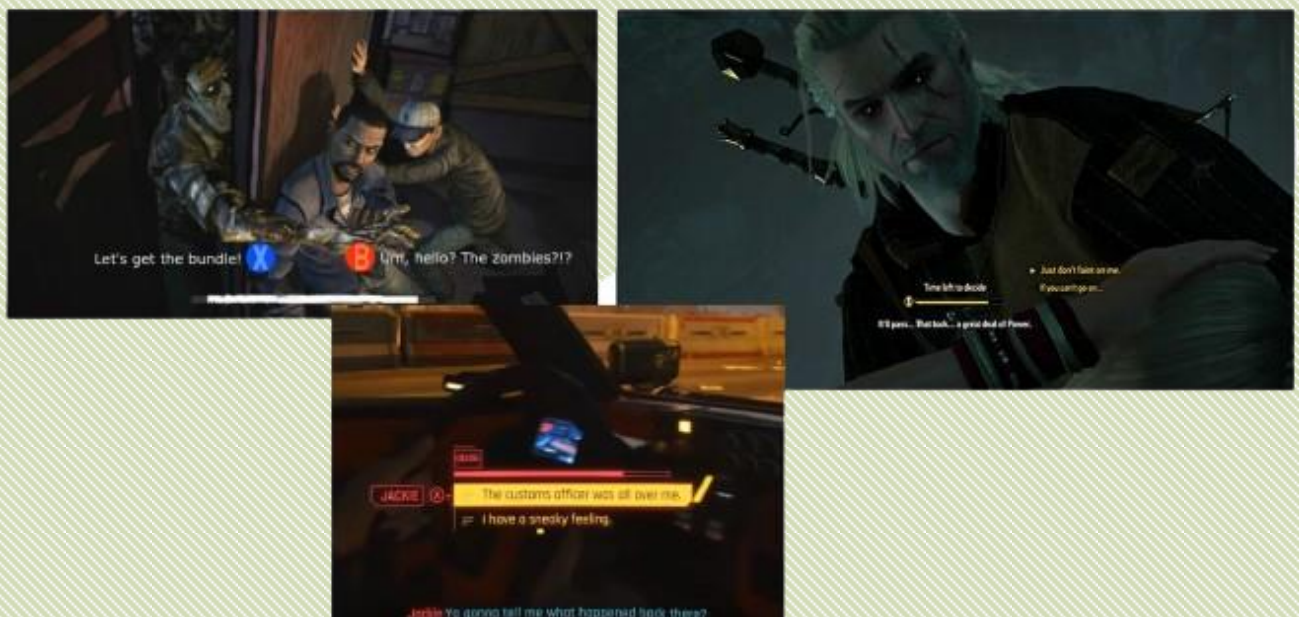
Example 2



Example 3



Dialogue Mechanic existing UI examples



Level Plans and Pacing

Focal Point Location

The game spans across two different environments set across the eastern coast of America – an urban town and an industrialised city. From the start, the player will learn how to drive in the tutorial which is set in a more urban town with a plentiful amount of foliage and a less industrialised area than the levels following.

Once the player enters the first main level, they are thrown within a concrete forest of a city, this is where the player will also begin longer journeys on their taxi rides and the customers greeted become increasingly stranger as they progress through the various levels in the city.

Focal Point Outlines

The location of the game is purposefully set in an area which seems heavily populated, but it is instead filled with an eerie atmosphere, when the player quickly realizes that there aren't many people around and the tension is left undisturbed between the player and the passenger.

There are various events that happen on occasion during the drives but much of the creepy atmosphere is left to fear of the unknown and feeling stuck in the driver's seat of the car.

Story Element Locations

Since the game is set within the city, the job of a taxi driver becomes an obligation so when the passengers become creepier, the environment naturally does too, and this is when those strange events occur.

As the job of a taxi driver, there are familiar locations the player will return to such as a forests or highway roads that change over time in small ways to make the environment more unsettling, thus, the player does not know what their next encounter might be.

Critical Path Analysis

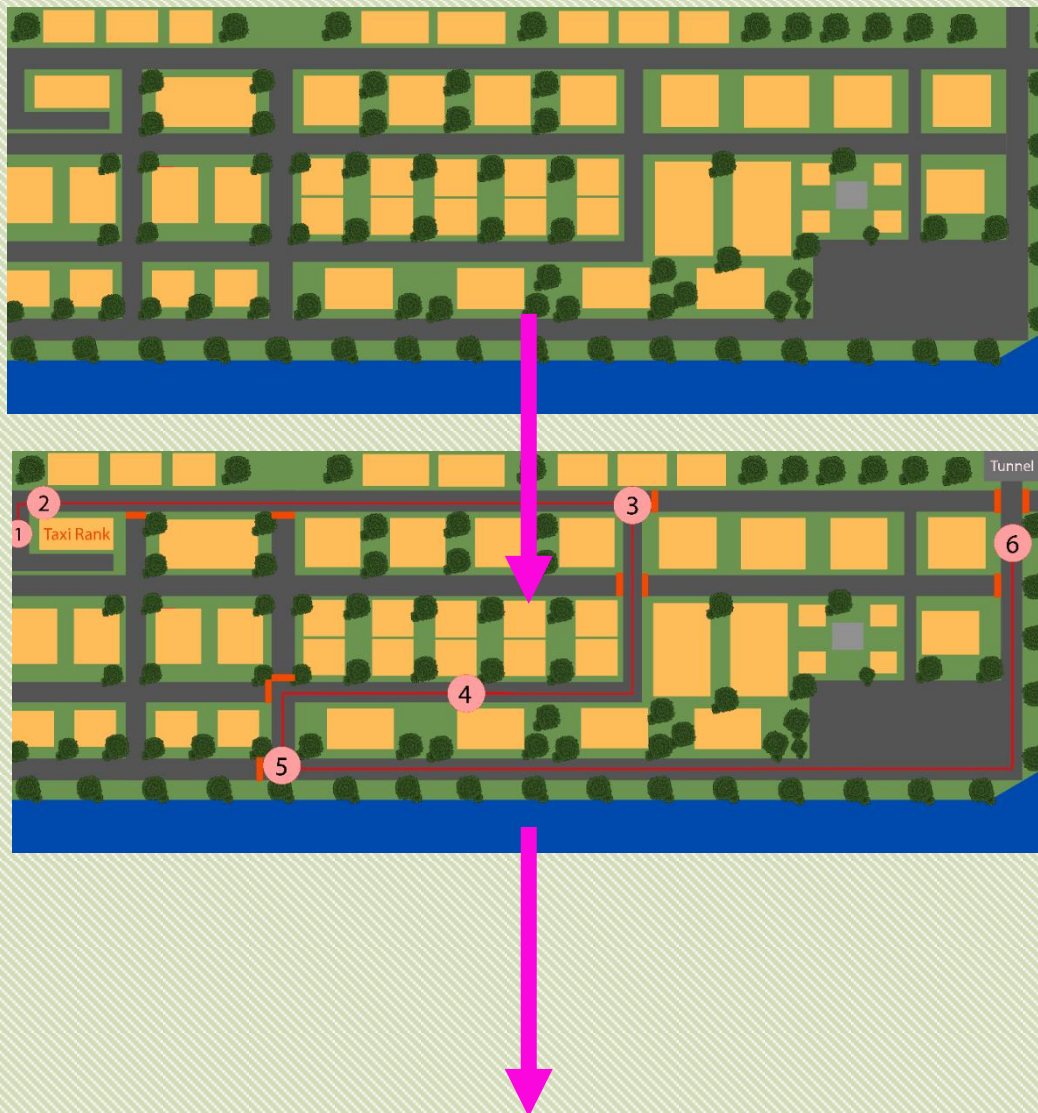
Throughout the tutorial level, the player follows a specific path that compliments the mechanics of the game. This means they will find themselves in certain

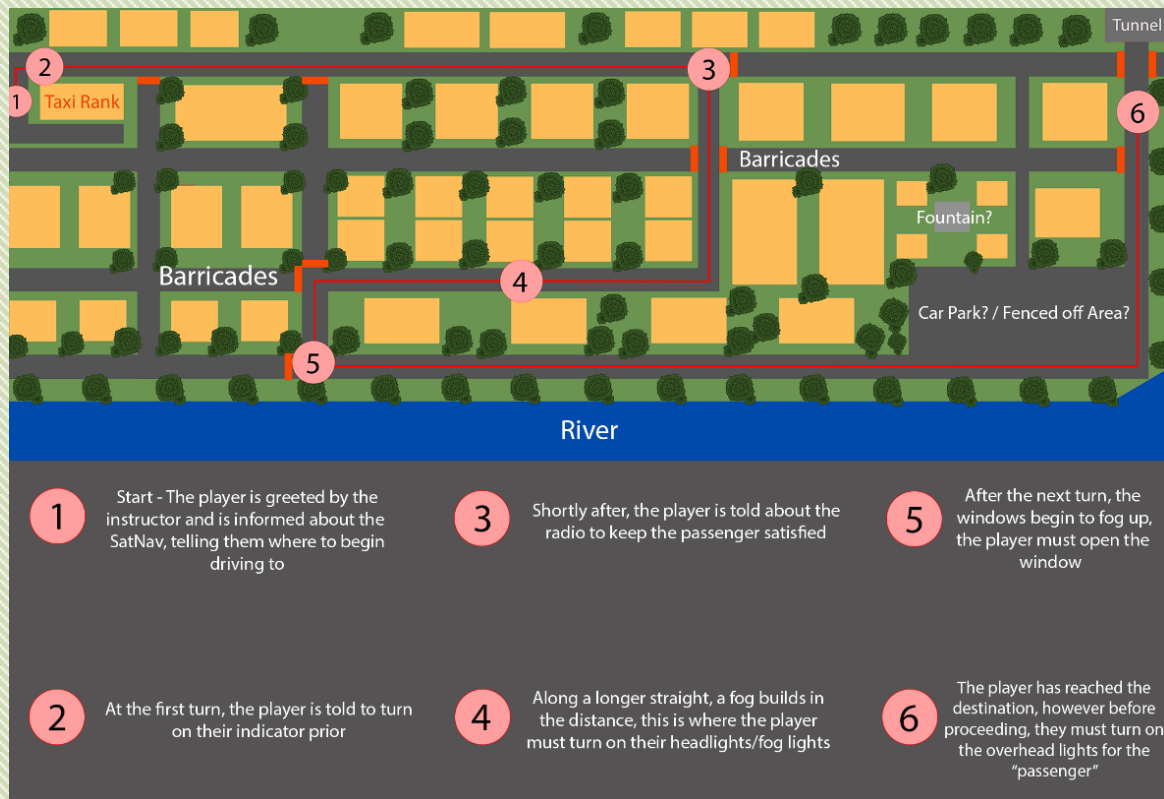
situations that is best identified throughout each level of the game that will subtly notify the player they will need to do that specified action. The levels, afterwards, will lead the player down routes to get to their destination that may not seem in their best interest because of the atmosphere that surrounds them, and this keeps the fear factor high.

Level Start & Level End Location

The player will begin the level by picking up the passenger at a specified location or taxi rank. From here they will drive along a guided route, using their Satnav, for an unspecified amount of time until they reach the passenger's desired destination, this can range between random houses and more widely recognisable service locations.

Tutorial Level – Map Design and Beats and Pacing





(By Jaden Chhatralia)

Balancing Considerations

Feedback and changes

Testing was conducted in person in the playtest session. We had a plethora of feedback to see what went well and what could be changed due to issues that testers experienced. To find these issues, we decided to create a feedback form so that testers can log their experiences of the game on this. Here are some of the questions that were asked in survey:

Survey 1

#	Question	Type of Answer
1	What was your overall impression of the game mechanics? Were they clear to use and understand?	Yes/No/Text Box

2	Was the map layout easy to follow? If not, please explain why.	Yes/No/Text Box
3	Were the rules clear and easy to understand in the level? If not, explain why	Yes/No/Text Box
4	Where there any aspects of the game that felt confusing or unclear? Please point them out	Yes/No/Text Box
5	Did you feel engaged throughout the playtest, or did you lose interest at any point?	Yes/No/Text Box
6	Were there any moments or mechanics that you especially enjoyed?	Text Box
7	What bugs or glitches did you encounter? If so, please explain	Yes/No/Text Box
8	How would you rate the difficulty level of the game? (More flags = More harder)	Rating
9	What suggestions do you have for improving the game?	Text Box
10	Out of 10, what would you rate the game?	Rating

Feedback 1

View results

Respondent		21:58	
<	1 Anonymous	Time to complete	>
			...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

Most mechanics were clear, I'd say the window wipers were the most unclear mechanic.

2. Was the map layout easy to follow? If not please explain why *

Mostly easy to follow, perhaps more time before a turning point

3. Were the rules clear and easy to understand in the level? If not, explain why *

The rules are clear and the game is easy to understand

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

Everything was clear in the game

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

I was engaged through the level, there was some downtime coming up to the end destination.

6. Were there any particular moments or mechanics that you especially enjoyed? *

Talking to the customer is an enjoyable mechanic.

7. What bugs or glitches did you encounter? If so please explain *

N/A

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

Focus on making the most of the customer feedback mechanic

10. Out of 10, what would you rate the game? *



View results

<

Respondent

2

Anonymous

17:16

>

Time to complete

...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

Things seemed to work well, though I only realized I could move the mouse to look around quite late. Also, finding the right buttons to turn on the radio and stuff was difficult.

2. Was the map layout easy to follow? If not please explain why *

Could hardly see the road over the wheel, it was quite difficult to see where I was going.

3. Were the rules clear and easy to understand in the level? If not, explain why *

I think I got it.

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

Not being able to see the road or know that I could look around

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

My attention was a bit split between the dialogue and driving but I was fully engaged

6. Were there any particular moments or mechanics that you especially enjoyed? *

The dialogue stood out as pretty engaging, I felt social pressure about the situation. I also love the aesthetic, it's great.

7. What bugs or glitches did you encounter? If so please explain *

I immediately and accidentally went out of bounds (apparently invisible walls are work-in-progress)

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

Maybe move the camera so I can see above the wheel?

10. Out of 10, what would you rate the game? *



View results

<	Respondent	3	Anonymous	04:18	>
				Time to complete	...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

Looks good game is pretty easy to understand, the only issue I had was with telling what direction I should go in, it could be worth putting a red blip on the satnav

2. Was the map layout easy to follow? If not please explain why *

Yes other than a minimap improvement would be good

3. Were the rules clear and easy to understand in the level? If not, explain why *

yes

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

No

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

Yes great vibes with the lighting, made me feel very immersed

6. Were there any particular moments or mechanics that you especially enjoyed? *

I like the dialogue options

7. What bugs or glitches did you encounter? If so please explain *

none

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

Red blip or something on minimap to help show where to go

10. Out of 10, what would you rate the game? *



View results

<

Respondent

4

Anonymous

05:33

>

Time to complete

...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

There were buttons I could press but I wasn't sure what they do or what are they for.

2. Was the map layout easy to follow? If not please explain why *

the map layout felt pretty simple but a mini map could be useful.

3. Were the rules clear and easy to understand in the level? If not, explain why *

I wasn't sure why the whole view fogged up without external tip. (for turning up he ac)

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

There was a back light button but it didn't work. I also couldn't see if there's any passenger.

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

.

6. Were there any particular moments or mechanics that you especially enjoyed? *

The driving felt pretty neat.

7. What bugs or glitches did you encounter? If so please explain *

none noticed

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

the game felt a bit short like a basic short tutorial, i expect more content and narrative

10. Out of 10, what would you rate the game? *



View results

<

Respondent

5

Anonymous

03:31

>

Time to complete

...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

It was quite hard to distinguish which interactable element youre looking at

2. Was the map layout easy to follow? If not please explain why *

The start was quite hard to navigate

3. Were the rules clear and easy to understand in the level? If not, explain why *

It was hard to read the instructions from the tutorial and focus on driving at the same time, but the waypoints were clear

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

the starting area

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

The start was quite confusing, its hard to see where the road is and where youre meant to go

6. Were there any particular moments or mechanics that you especially enjoyed? *

the driving felt really smooth

7. What bugs or glitches did you encounter? If so please explain *

cant see gps

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

Potentially a map gps showing the route

10. Out of 10, what would you rate the game? *



View results

Respondent		07:59	
<	6	Anonymous	>
		Time to complete	...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

Really good having them flash when they are needed would be helpful

2. Was the map layout easy to follow? If not please explain why *

Pretty good - the arrow were a bit hard to see because they were tilted the wrong way - maybe having them angled in a more 2D way, kind of like this -->, its hard to explain but it is really good

3. Were the rules clear and easy to understand in the level? If not, explain why *

yes but the text was a bit fast to read, maybe having a list to the side to see what the tasks are to do.

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

the directions could be more obvious (but i already said this at the top)

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

Not alt all there was always something to do and focus on.

6. Were there any particular moments or mechanics that you especially enjoyed? *

just the multitasking part was really fun having to alter your focus and whilst not crashing the taxi was really fun

7. What bugs or glitches did you encounter? If so please explain *

no its all worked really well.

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

Just a summary really - have the arrows tilted towards the player - and a list of the tasks need to do as the text comes up 9 alternatively have the text stay up longer.

10. Out of 10, what would you rate the game? *



View results

<

Respondent

7

Anonymous

10:11

>

Time to complete

...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

A lot of parts of the car were unclear of where i needed to click to activate the different parts

2. Was the map layout easy to follow? If not please explain why *

The camera was far too low to see the road clearly, and the satnav was too dark. Navigation was very difficult as a result

3. Were the rules clear and easy to understand in the level? If not, explain why *

Dialogue rules were the only ones I was aware of, and they seemed clear. if there are additional rules, I didn't know they exist and that's probably an issue

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

Navigation, again, the camera was far too low down

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

The menu was very engaging, I loved the presentation, the wasn't quite enough with the customer to keep the engagement, concept was there though!

6. Were there any particular moments or mechanics that you especially enjoyed? *

the lights of the car turning on as the game started

7. What bugs or glitches did you encounter? If so please explain *

none

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

Raise player camera introduce more gameplay elements, give the existing mechanincs more clarity and affordance

10. Out of 10, what would you rate the game? *



View results

<

Respondent

8

Anonymous

03:33

>

Time to complete

...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

The mechanics were clear

2. Was the map layout easy to follow? If not please explain why *

The layout easy to grasp, perhaps more atmospheric atmosphere

3. Were the rules clear and easy to understand in the level? If not, explain why *

Yes

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

No

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

Wish there would be more interactable elements like physics objects you could run through with the car. The car could be easier to control - brake system?

6. Were there any particular moments or mechanics that you especially enjoyed? *

I like the driving

7. What bugs or glitches did you encounter? If so please explain *

None

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

The lighting does feel very dark, perhaps illumination with car lights would be beneficial.

10. Out of 10, what would you rate the game? *



View results

Respondent		03:23	
<	9	Anonymous	>
		Time to complete	...

1. What was your overall impression of the game mechanics? Where they clear to use and understand? *

The game mechanics were relatively understandable once I understood the core concept and I especially liked the diegetic UI

2. Was the map layout easy to follow? If not please explain why *

Not particularly as it was too difficult to see as it was too dark and the camera position was too low

3. Were the rules clear and easy to understand in the level? If not, explain why *

I feel like it would be more understandable with a tutorial level first

4. Where there any aspects of the game that felt confusing or unclear? Please point them out *

Mostly just not being able to see

5. Did you feel engaged throughout the playtest, or did you lose interest at any point? *

The car was extremely fun to drive as it felt very responsive

6. Were there any particular moments or mechanics that you especially enjoyed? *

The UI generally is the best aspect of the game

7. What bugs or glitches did you encounter? If so please explain *

N/A

8. How would you rate the difficulty level of the game? (More flags = More harder) *



9. What suggestions do you have for improving the game? *

Redo the lighting from scratch as you can't see anything

10. Out of 10, what would you rate the game? *



Survey 2

#	Question	Type of Answer
1	What were your overall impression on the game? Did you enjoy it?	Yes/No/Text Box
2	How did you feel about the aesthetics and art style of the game? Did the visuals enhance your overall experience, and were there any specific elements you particularly liked or disliked, whether this was your first time playing or not?	Yes/No/Text Box
3	How clear was the navigation throughout the game? Did you find it easy to move around and understand where to go next, whether this was your first time playing or not?	Yes/No/Text Box
4	How did you find the lighting in the game? Was it adequate and did it enhance your gameplay experience, whether you played before or this is your first time?	Yes/No/Text Box
5	If you've played before, did you notice any improvements in the game mechanics since the last playtest? If this is your first time, how did you find the game mechanics overall?	Yes/No/Text Box
6	Were there any aspects of the game that felt confusing or unclear to you, whether this is your first time playing or not?	Yes/No/Text Box
7	Did you experience any issues with the game's user interface or controls?	Yes/No/Text Box
8	Did you notice any bugs or glitches during your gameplay session, regardless of whether this was your first time playing or not?	Rating

9	Were there any features or updates you found especially enjoyable or helpful?	Yes/No/Text Box
10	How would you rate the difficulty level of the game? (More flags = More harder)	Rating
11	Do you have any new suggestions for further improvements based on this playtest?	Text Box
12	Out of 10, what would you rate the game?	Rating

Feedback 2

1. What were your overall impression on the game? Did you enjoy it?

12 Responses

ID ↑	Name	Responses
1	anonymous	Terrible
2	anonymous	I thought that the game was really well polished and a lot of effort was clearly put into it.
3	anonymous	I really enjoyed it. Gameplay was engaging and I really liked the artstyle
4	anonymous	Yes, it seemed well fleshed out as far as game feel goes. The art style was cohesive and the audio work was very immersive. The control feedback with the driving felt responsive with turning but reversing felt a little slow to respond with.
5	anonymous	It was very good, I enjoyed it.
6	anonymous	liked it a lot
7	anonymous	Yeah, it was really cool. Great concept and great storytelling.
8	anonymous	yes very good atmosphere
9	anonymous	Good atmosphere, loved the voice acting and the overall art style, felt like I was playing "fears to fathom".
10	anonymous	Crazy cool - really nice and appealing visual style, the graphics and UI blend great. Gameplay is slowburn but extremely intriguing and the driving mechanics are satisfying and enjoyable.
11	anonymous	Absolutely amazing, it's well designed and polished. Feels like a genuine experience a game would provide, and for it to be done for an assignment, this game is incredible.
12	anonymous	Cool concept, nice game and atmos

2. How did you feel about the aesthetics and art style of the game? Did the visuals enhance your overall experience, and were there any specific elements you particularly liked or disliked, whether this was your first time playing or not?

12 Responses

ID ↑	Name	Responses
1	anonymous	BAD BAD
2	anonymous	The art style fits perfectly and helps to make the game feel very ominous. There were alot of tiny details in the game which helped set the vibe too (such as the transitioning effect the passengers have when they enter and leave the car).
3	anonymous	The artstyle fit really well for this game, it really added to the atmosphere
4	anonymous	The sat nav was difficultly to read at first but overall the art style felt appropriate and well executed
5	anonymous	I enjoyed the art style, I favour ps2 style graphics so this was very epic.
6	anonymous	the art style was really unique, very cool
7	anonymous	The game looks really cool.
8	anonymous	very good visuals
9	anonymous	Love the retro art style and the pixelated voices really brings it all together.
10	anonymous	Visual were unique and well executed. The style complements the story / narrative being told really well - fog and atmosphere is pristine.
11	anonymous	I love the overall style, the only thing I didn't like is the lack of clear indications of the air conditioning, as it caused my windows to steam up and I had no idea that I turned it off/on.
12	anonymous	It was alright

3. How clear was the navigation throughout the game? Did you find it easy to move around and understand where to go next, whether this was your first time playing or not?

12 Responses

ID ↑	Name	Responses
1	anonymous	W-What naviga-ti-on
2	anonymous	I found it quite difficult because the car would not always move responsively, and the fog made it hard to see where I was going (which is probably a good thing as the town is supposed to be very ominous).
3	anonymous	The satnav made sense but I had some issues hitting the checkpoints at times and had to turn around. maybe making the collider bigger would fix that
4	anonymous	Overall yes, but reversing then going forward again felt a bit clunky
5	anonymous	The majority was understandable and easy to follow. I was confused at the start with the tutorial as there was no instructions to hold W to start driving and that unlocking the door allowed passengers in.
6	anonymous	mostly clear but the customer satisfaction sometimes blocked the satnav
7	anonymous	I got the hang of it pretty quick. I didnt know to open the door to let the passenger in until prompted
8	anonymous	9/10
9	anonymous	Navigation was very easy.
10	anonymous	Navigation (SavNat literally) could use a better colour for the waypoint markers, my eyes sometimes couldnt tell which direction the line was heading. Yellow or something higher contrast would be more suiting, in my opinion.
11	anonymous	The navigation was great until I got to the last destination, it confused me as the HUD had a pop up but I thought it was just part of the satnav, if it was also telling you to park on the satnav this would be perfect and clear.
12	anonymous	The navigation in the game was quite easy and not too challenging

4. How did you find the lighting in the game? Was it adequate and did it enhance your gameplay experience, whether you played before or this is your first time?

12 Responses

ID ↑	Name	Responses
1	anonymous	Idk I was blinded by it
2	anonymous	The game was extremely dark and I think you need to have the headlights on in order to move around properly. The lighting did fit the mood however and I thought it was very well done.
3	anonymous	The lighting was really nice, although I was a bit distracted by the satnav to focus on the lighting outside
4	anonymous	Lighting was good but the headlights on the car barely helped if pot hindered vision due to the atmospheric fog.
5	anonymous	Beautiful. Magnifique.
6	anonymous	the lighting was really good
7	anonymous	Really nice. Added to the story.
8	anonymous	good lighting
9	anonymous	The lighting was enough for me to see a bit in front of me but not enough to see the next corner, which kept me guessing, which was great.
10	anonymous	Same answer as the previous, lighting was fitting and complimented the atmosphere. The only issue I would point out is that the surfaces seem very smooth, and the volumetric fog clashes really badly with the car's headlights.
11	anonymous	Lighting was great, I think the tunnel on the 2nd level was a bit too dark as I kept colliding in the centre of the lane.
12	anonymous	It could be improved, the headlights are more blinding than helping seeing through the night

5. If you've played before, did you notice any improvements in the game mechanics since the last playtest? If this is your first time, how did you find the game mechanics overall?

12 Responses

ID ↑	Name	Responses
1	anonymous	Still no flying car
2	anonymous	N/A
3	anonymous	Mechanics worked really well, but using the locks on the side of the door were a bit confusing
4	anonymous	n/a
5	anonymous	First time. The mechanics were pretty responsive, only thing I could say is that if you turn only slightly the car does slow down, but if you fully turn then the car goes normal speed.
6	anonymous	didnt play before
7	anonymous	The game felt great to play and control.
8	anonymous	-
9	anonymous	N/A
10	anonymous	N/A
11	anonymous	I havent played before
12	anonymous	First time playing it

6. Were there any aspects of the game that felt confusing or unclear to you, whether this is your first time playing or not?

12 Responses

ID ↑	Name	Responses
1	anonymous	Why was there no flying car
2	anonymous	At the start of the game I did not know you had to unlock the doors to let the person in to be able to drive. Maybe a hint or tooltip could help.
3	anonymous	Initially starting the car was a bit confusing
4	anonymous	The initial demo to unlock the door to let in the instructor was not clear and required external guidance.
5	anonymous	Same answer as question 3.
6	anonymous	some of the car controls were weird at first but I got it
7	anonymous	Letting the passenger in wasn't clear.
8	anonymous	didn't know how to turn on the headlights
9	anonymous	Locking and unlocking the door.
10	anonymous	Make sure people know to unlock the door ! Add an arrow bobbing up and down or mention it in the dialogue.
11	anonymous	The collision in the tunnel on the 2nd level seemed odd. The satnav when you finish the drive isn't clear at your first experience that you need to stop.
12	anonymous	Nope

7. Did you experience any issues with the game's user interface or controls?

12 Responses

ID ↑	Name	Responses
1	anonymous	NPC won't shut up
2	anonymous	Sometimes the pixelated effect made it difficult to see what each button's symbol meant but I was able to figure it out in the end.
3	anonymous	I didn't notice any issues
4	anonymous	The radio doesn't work unless prompted by the narrative.
5	anonymous	No
6	anonymous	at first yeah, i think it just needs to be taught to the player better
7	anonymous	Apart from unlocking the door, all was good.
8	anonymous	no
9	anonymous	No I did not
10	anonymous	The interactable elements are sometimes difficult to make out, maybe add a secondary smaller outline if you look nearby ? Other than the bug with following the SatNav, everything was fine.
11	anonymous	The holding forward key might need some kind of visual feedback to start the engine as I was a bit confused at first.
12	anonymous	Not at all

8. Did you notice any bugs or glitches during your gameplay session, regardless of whether this was your first time playing or not?

12 Responses

ID ↑	Name	Responses
1	anonymous	Car not flying
2	anonymous	No
3	anonymous	There was an instance of repeated dialogue
4	anonymous	Lightly tapping the walls completely halts momentum in the tunnel. That or it was a phantom collision idk. The smoke comes through the car when reversing. SUPER CIGGY
5	anonymous	The event boxes were visible, and during the tutorial the GPS kinda went funky and didnt show where to go on the final stretch.
6	anonymous	some collision boxes were visible in game
7	anonymous	No
8	anonymous	no
9	anonymous	In level 1 at one of the corners the triggerbox is too big and can be missed easily. The final dialogue in level 2 doesn't have voice acting as well there being a collusion issue on the 3rd to last turn on 2nd level.
10	anonymous	Bug when following the waypoints, not triggering in order. Badly contextualised invisible walls - put objects / dead vehicles / trash in the way that stops me thinking I want to turn into the parking lots of the stores, etc.
11	anonymous	The tunnel once again, that's about it. I did also get the dialog for "Do you remember my name" twice near the end
12	anonymous	Nope

9. Were there any particular features or updates you found especially enjoyable or helpful?

12 Responses

ID ↑	Name	Responses
1	anonymous	too many indicators
2	anonymous	I really liked the customer satisfaction mechanic, I think it was done really well.
3	anonymous	I have not played the game before
4	anonymous	The visuals from the passengers entering or leaving the car were very smooth. Being able to interact with the elements within the car felt immersive and gave something to faff with while playing.
5	anonymous	I liked that there was a player satisfaction meter and that depending on how happy they were gave you a different ending.
6	anonymous	voice acting in the first level was AMAZING! 10/10 performance! oscar worthy! leonardo dicaprio who????
7	anonymous	Storytelling
8	anonymous	-
9	anonymous	Voice acting and the sat nav are a amazing.
10	anonymous	The dialogue and driving mechanics are very satisfying.
11	anonymous	I love the concept of looking around the car, it's really cool.
12	anonymous	No comment

10. How would you rate the difficulty level of the game? (More flags = More harder)

12 Responses

ID ↑	Name	Responses
1	anonymous	6
2	anonymous	2
3	anonymous	2
4	anonymous	2
5	anonymous	1
6	anonymous	2
7	anonymous	1
8	anonymous	2
9	anonymous	1
10	anonymous	2
11	anonymous	3
12	anonymous	1

11. Do you have any new suggestions for further improvements based on this playtest?

12 Responses

ID ↑	Name	Responses
1	anonymous	Add flying car Add a duck too, so that it can fly with the car
2	anonymous	Making the start of the game a little easier to understand would help, and making the buttons in the car easier to see would also help.
3	anonymous	Just bug fixes and expanding the story, I really enjoyed the game
4	anonymous	Add a handbrake maybe, do some funny drifts or add a quantifiable score based system depending on how quickly and satisfied the customers are based on arrival.
5	anonymous	add cat bobble head
6	anonymous	no
7	anonymous	Nope
8	anonymous	no
9	anonymous	Possibly let the car go faster, could make it higher stakes, speedrunning possibility's.
10	anonymous	See features mentioned in the other responses.
11	anonymous	I can't think of anything, it's pretty feature packed already.
12	anonymous	Faster reaction for the car to move forward or backwards

12. Out of 10, what would you rate the game?

12 Responses

ID ↑	Name	Responses
1	anonymous	1
2	anonymous	8
3	anonymous	9
4	anonymous	8
5	anonymous	8
6	anonymous	8
7	anonymous	8
8	anonymous	10
9	anonymous	10
10	anonymous	9
11	anonymous	10
12	anonymous	7