**Script:**

The playtesting begins with an explanation of the games rules, and how the game’s win condition is structured. You, the player, must survive 5 rounds, each consisting of 3 waves. The next round does not begin until all monsters from the current round has been destroyed, but this does not apply to wave. Waves begin at timed intervolves which change depending on the which round you are currently in. The victory condition is met when the last monster from round 5 has been destroyed, and the lose condition is met if the player at any point dips below 1 hp. Slaying a monster will provide a chance of a drop occurring, these drops can be weapon upgrades, special weapon effects, potions, or an environmental effect. These environmental effect drops are harmful to both the player, and the monster; and provide interactions between other environmental effects (ie: if a fire drop occurs next to an oil drop, the oil drop will become a fire drop). The weapon power ups are applied just by picking up the power up, and the description of the modifiers will be left out of this description to create a sense of discovery and to avoid priming the user to want a particular drop before he gets it. There are 5 unique monsters which can spawn, each of them with different speeds, health, special attacks, and environmental drops. The description of what the special attacks are, the range of environmental drops, and their interactions will be left out for similar reason as the attack modifiers as well as creating a similar experience to someone just pick up the game for the first time. The potions available are health potions, haste potion, and clearing potions. The health potion will restore 25% of your max health and is bound to the “q” key. The haste potion will temporary boost your speed and is bound to the “e” key. The clearing potion will clear out all environmental effect around you for a small radius and is bound to the “r” key. The movement controls are bound “w” “a” “s” “d”, with firing/shoot being bound to both “space bar”, and “mouse1”.

After the player has played three games that length from medium to short, or two long games we follow up with a list of questions, which will repeat again after another session with the game so we can understand the feelings and opinion of the game as the player goes from new, to more experienced with the mechanics and balance.

1. Level of difficulty overall?
2. Level of difficulty of each round?
3. Which effects/power ups confused you?
4. Which power up was the most fun?
5. Which monster special attack stood out to you?
6. What do you like about our game?
7. What don’t you like about our game?
8. What would have been useful info before starting?
9. Anything else you want to talk about (open ended comments)?

These questions were asked to majority of the testers; it is important to note that some of these testers did multiple sets of testing in each balancing of the game, and some abilities and effects have been modified, with at least one major rework of the balance so the testing report might clash because they come from different versions of the game.

**Testing:**

Tester One: Aidan – Average Gamer – 15-20 hours a week.

V1: The overall difficulty is way too hard, success past the first few rounds are more tied to power ups then anything you feel like you can control. Both quaking a vine are confusing, but this is more because they don’t have any indicators that they are working or what they are damaging. The ricochet ability is really fun because it’s just crazy all over the place. The monster that stood out to me is the stone guy because having him run into the large crowd of other monsters and “cleaning house” is really funny. The game is super chaotic which is really great, but it lacks enough variation because of the limited power ups. The useful info before starting would have probably been to start praying to the gods for ricochet quake.

V2: The game is still hard but it’s getting closer to become fair. Not getting power ups will still cause you to lose, but not getting the right power ups is way less punishing. The rounds seemed fine besides round 2 feeling really easy, its either you make it 3, or you die before round 2 starts. The power ups are now less confusing, not sure if that is the amount of times I have played this or if the indicators for damage on monsters, or the telegraphs for the quake effect.

The game is still missing the enough powers up to make the replayability good.

Tester Two: LauraLee – Light Gamer – 8-10 hours a week.

V2: The game feels really difficult, and would be really fun to try and complete it. I was confused about the poison splat, it just appears out of nowhere and then disappears and takes a while to understand what is going on. My favorite power up was the vine thing, it just pulls everyone together which makes it easier to get the stone guy to smash them. My favorite special attack was the stone charge because of the previous reason and because it’s not just a standard projectile. I liked the difficulty and how clean the game feels, but the map isn’t that interesting and the kiting get repetitive. I wished they explained the power ups better because it wasn’t very obvious.

Tester Three: Henry – Average Gamer – 15-20 hours a week.

V1: Difficulty is near impossible without quaking, ricochet, and vine. The quaking power up with the most confusing because it took forever to find out what it was due to the lack of an effect. My favorite power up was the vines, it was just something you don’t see often. The stone monsters attack was by far the best, it takes you by surprise every time. The game lacks replayability and needs to be have more descriptive in the power ups so you can tell what is going one better.

V2: Difficulty was still tough but able to be completed. The poison monsters spitting attack is confusing because it isn’t telegraphed beforehand other than the splat. The quaking power up is starting to feel very good now that is telegraphed, and because you can tell it works on wall so you can position so that they funnel into the quake. The stone monster is still the most fun of the effects. The games telegraphing is becoming much better, it still needs to be tuned down in difficulty.

Tester Four: Lisa – Average Gamer – 20-25 hours a week.

V2: The difficulty is moderate, to tough depending on you power ups. Most of the powers up where confusing at first, and the poison on was hard to understand for a long time. Ricochet was a fun power up, mainly because is worked well with other abilities which made it fun to get. The ice monster was interesting, the field also stunning enemies becomes handy and dangerous. The game is slow at the start, but does increases at a good tempo.

Tester Five: Jenna – Hard Gamer – 30-40 hours a week.

V2: The game is tough, and could probably be tuned down. The effects are pretty confusing at the start but once you see them a few times it becomes easier to understand, the most confusing is poison. Quaking is a fun effect, it helps with a lot and does go with all the other abilities nicely. The best special attack was the stone monster, it just felt good. The game has a cool twist with the effects that drop on the ground, it is another element to think about. The game is short, and lacks a range of power ups. A description of the powers up feels needed.

Tester Six: Luthfie – Average Gamer – 15-20 hours a week.

V2

**Report:**

Problem One: Ricochet.

Problem Two: Map size.

Problem Three: Balance of Spawns.