Project Demonstration Experience

The demo today went quite smoothly. It was exciting to finally have other people testing out our game and seeing their reactions to the features that we worked on. Many participants found the game enjoyable and fun, which we strove for, so it was a nice feeling. Players mentioned that the game was rather difficult at first, but got easier as the levels progressed. Most pointed to the game being heavily luck-based; if the player encountered a strong enemy without the necessary weapons to defend themselves, they would quickly be defeated. The play times varied per player; typically they would play only a single floor, but others like to see how far they could get before dying.

Our classmates had many suggestions for us and overall feedback to improve upon our game. The big feature requests that we received were to be able to see the player's current equipment and their respective stats, which we have since implemented under the [E] key's display. Other features that players wanted were a way to restart the game (after dying or mid-game) and for enemies to drop items. We wanted to implement the latter two features and understand the need for their integration, but given the timeframe of the project, it was hard to squeeze in last-second.

There were also a few quality-of-life suggestions as well, just to polish the game further. The ones we were able to implement were distributed stats for enemies, reduced number of items, and a more unique dungeon procedural generator. The procedural generator now has a more maze-like seed and plays well with the way our fog of war mechanic works, allowing players to be more evasive in their maneuvers when escaping from enemy chasers. Our last participant also recommended that we figure out a way to scale the game's window, as it was hard for them to see, we agree with this being a huge limiting factor in how enjoyable the game can be, but given the time of feedback, we were unable to add it in time. Lastly, but certainly not least, players wanted balanced enemy and item scaling, which admittedly wasn't a large focus for our team because of the project's nature, but going forward it is most definitely a priority. Ultimately, the game's polish was improved by these slight (but significant) requests.

Finally, while we were showing off our game today, classmates also acted as debuggers; they found a handful of problems with our code that we would not have found otherwise. Bugs included: crashes upon button mashing, negative mystery potions, and the player not dying when their health went into the negatives. These were all valuable changes to make as they affected the integrity and feel of the game.

Overall, our game's demonstration garnered above average attention and held the interest of its participants. We were glad that our game could provide an enjoyable time and we were also able to extract a lot of valuable data and opinions about it, which in turn, helped to make the game even more fun.