# The Creating Grounds

### Beta Test Results

### Ranged Question

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| Question | Low | High | Ave | Responses | Our Take |
| How did you feel about the item art? | 2 | 4 | 3.6 | -Junk items were confusing to identify.  -The item images were unclear. I would use different art. | -Border around junk items (Like artifact)  -More work done on each item to clearly identify them OR change art style. |
| Was it clear when you found an item versus when you found an Artifact? | 3 | 5 | 4.5 |  |  |
| Was connecting to other people an issue? | 4 | 5 | 4.6 |  |  |
| Was it clear when the Curse had awakened? | 4 | 5 | 4.9 | -Allow players to setup their items in inventory before pressing “ready” because they’ll do it afterwards anyways  -Identify when people have not readied. I thought my game froze cause nothing happened after I pressed Ready | -Place a button on Awakening screen to edit active items in inventory  -Show when players have not readied |
| How was the Gibbering Madness visually? | 1 | 5 | 3.5 | -Needs to stand out more  -Change the model  -Make it scarier  -Remove capsule shape of smoke and towards amorphous or unidentifiable. |  |
| Was it clear when you could interact with something? | 2 | 5 | 3.7 | -Reticle needs to be more clear when I can interact  -Red text under reticle is hard to read sometimes  -Need to indicate when we can interact  -There needs to be a clear indication when something is empty  -Activation range should be increased just a little bit | -Make the reticle a bit larger  -Under reticle, display “Press F – Open Chest” or something  -Change the color of the text  -Display when a container is empty  -Increase activation range just a bit |
| Was it clear when you took Traumas and Wounds? | 1 | 5 | 3.6 | -I don’t understand why I’m taking damage  -Need audio feedback when taking damage | -Clearly indicate with audio when the player is taking damage and how |
| How fun did you find the experience? | 2 | 5 | 4 |  |  |

### Written Feedback

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| If you were to change one thing, visually, about the Gibbering Madness, what would it be?   * Make it more obvious. Player’s look too similar, even with the smoke cloud * Move away form the capsule-like shape of smoke effect and towards something totally different * Change the model * I liked it * I didn’t get to see it * It was clear who it was * I had it and wasn’t quite sure what to do. * Transform the model into something else |
| Did you notice any problems with the mansion environment? If so, what were they?   * Hallways too narrow * A few minor flickerings in some places (Wall prefab spacing). Corridors are too narrow. * Lots of colliding objects, particularly furniture preventing players from moving through rooms or even past each other in rooms and in hallways. * Small clipping issues, especially when 1) running at walls, and 2) certain wall corners will yield interaction with containers on the other side of the wall. * There were a few places in the walls while running into the walls you could access the containers in the room that you were not in. * I mean it was small and the cursed didn't have a chance. I think if you adjust the size to fit the number of players it would help greatly * It didn't feel like a mansion, but a maze. Not sure if this was the approach you wanted or not. |
| Was either team unbalanced during the Curse's Awakening?   * Uncursed Overpowered = 8 * Balanced = 7 * Cursed Overpowered = 0 |
| Tell us about your favorite moment during your gameplay experience?   * I got caught in a T-Hallway as the gibbering, players came from all 3 directions and held me down and wrecked me. * Was confronting the Betrayer with the other Party member and he turned tail and ran and left me to die! * Exploring the house and discovering items is satisfying, as well as trying to group with the players. * When I became the cursed. I would say that it shouldn't tell them what player awakened it though. * Gathering items. |
| Tell us about your least favorite moment during your gameplay experience?   * Lack of visual indicators * There was a dead period where the 2 survivors knew they had the advantage and were trying to find the cursed player. The cursed player knew they were boned and was running away. Other than luck and my knowledge of the mansion, it could have become a very boring cat and mouse game. * Not really anything. Sitting around staring at my death screen for 2 minutes. * I found myself not caring if I lived or died after other players died. I just wanted to start a new round - felt like there was nothing there to motivate me to keep playing once other people had been killed by the cursed. * The first play through was a little confusing. * When trying to kill the party or the cursed, it just seems weird that it is AOE. I think that maybe when not targeting an interactable F could be an attack button. that will also lead to fights between party early game when competing for resources * Becoming the Gibbering Madness was no fun, the party could easily defeat you. * I died without clearly knowing why I died. I saw the damage indicators but it wasn't really clear. |
| Any other feedback?   * Needs a hud of some sort, needs basic melee weapons and animations. * Character creation * Tooltips for stat names * Reset button * perks above 10 which might be okay * Equipping items when full slots removes item * In-Game * Hotkey items * Active item square on screen at all times * Mousewheel scroll * Button to use item * Status shows max HP * Briefing menu needs to close active menus and disallow new menus * Other player's footsteps too quiet * Players couldn't find each other * The best part of this game is the feeling of excitement when someone finds an artifact, then the feeling of tension when the hunt begins. Sort of like the prisoner's dilemma, where players balance risk and reward through cooperation and noncooperation, players can choose to either stay together in a group at the beginning of the game, lessening the chances for any one player to find an artifact on his/her own or split up, increasing the danger to all players if they become separated and therefore more vulnerable to the cursed. The goal of the game was unclear, however. There's no reason to want to become the cursed, and no reward for gaining an artifact. Killing people, as it stands is pointless. Are we gaining points for killing our friends? Best out of 3 matches? Is everyone trying to get to the other side of a map before someone becomes the cursed and prevents them from reaching their goal? * The importance of having an inventory and using items during the game feels overshadowed by a character's stats. Maybe inventory items could be made to be used in preparation for when someone finds an artifact, at which point the pace of the game picks up and the player becomes less able to stop and use inventory items. * Turn-based influenced die rolls which pitch player's stats against each other in real-time feels awkward and it's confusing. It's not clear what is going on during an encounter until one player dies. If the player had feedback about if they were likely to win/lose an encounter, they'd be able to make a decision to stay or run from the cursed or a gang of survivors. So it's a guessing-game, and I didn't feel like any player skill was involved. * Mainly, the game had very fun moments with a very few simple things in place, which is cool. * The item images were unclear. I would use different art. Also when moving I couldn't consistently look around. I would have to stop one to do the other, which got frustrating. * Music was loud * One left game and gibbering madness dialogue didn't disappear * When opening build character, put the saved character into the room with stats * Grab just certain items from chests * Wasn't clear how the damage was taken * Item that you collect out of chest should have a name above the item. * Maybe an action bar for consumable item and stat bars for everything else. * HP bar * Quest beside just hiding and kill. * Item to fight back with( maybe armor) (able to build simple item to block doors or moving item to block door, biger maze). * One left game and gibbering madness dialogue couldn't work * When opening build character, put the saved character into the room with stats * Grab just certain items from chests * Wasn't clear how the damage was taken * Ability to turn off lamps * Add more items into the rooms. Environment is spooky and good. Needs more items around the rooms. Torn wallpaper and blood. There is a thin line between walls. * Remove flashlights and use the lack of lights to our advantage. Give them a reason to turn off the flashlights. * Objectives to do while searching the the house. Like lights are off and then they have to go through the house to find the power light source on switch. |