Group 9 Game Playtest Feedback and Observations

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| **Common Criticisms:** | **Solutions** |
| Delay between shots was too long | Add a limit on how long an enemy can be in line of sight of the player without shooting. |
| Shooting felt overdone at times | Prevent enemies from shooting large barrages of shots by adding a minimum delay between each shot. |
| Game is too difficult | Requires further testing, most likely caused by the above two problems |
| Most enemies were defeated by getting one enemy behind another | Requires further testing, should be solved when enemy spawn points are more varied, if not add some sort of preventative measure to stop enemies from shooting one another from behind. |
| **Uncommon Criticisms:** |  |
| Ai can get stuck | Design stages to prevent V shaped areas where enemies may get stuck |
| Personal Opinion: Side movement too slow | Increase enemy’s movement speed when rotating around player |
| Moving between enemies is seen as too risky | Requires further testing, probably due to enemies shooting patterns being unpredictable |
| Enemies avoid bullets too easily | Increase speed of bullets so they reach destination faster |
| Player moves too slowly | Only mentioned once, would need further testing |
| Defeating last enemy is dull in comparison to rest | Caused due to moving being discouraged when trying to get the enemy to shoot the door, solution is required but I cannot think of one currently. |
| Stage design is poor | Don’t attempt to replicate the test stages architecture in levels |
| Defeating last enemy is poorly explained | Add tutorial |