Chicken Siege Playtest Survey

7 responses

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How intuitive did you find the game controls?

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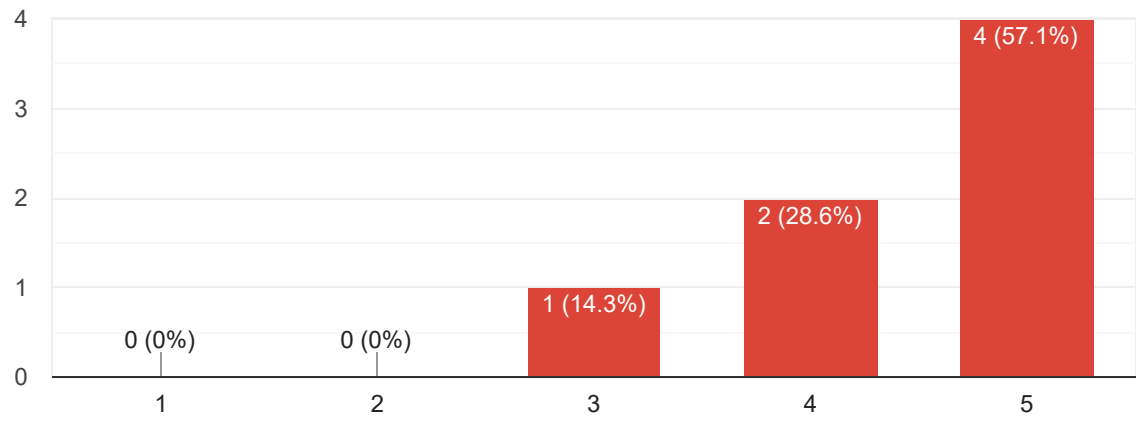
7 responses



How intuitive did you find the user interface?

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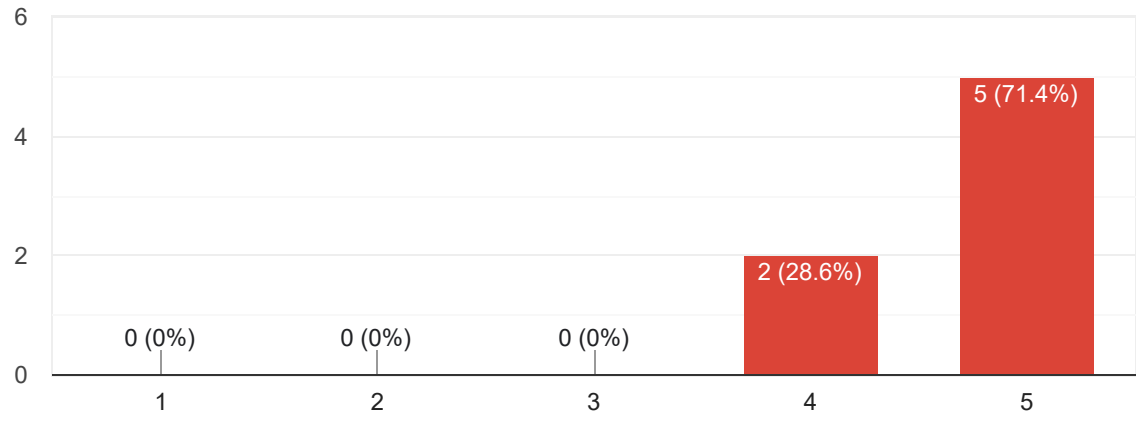
7 responses



How intuitive did you find the gameplay?

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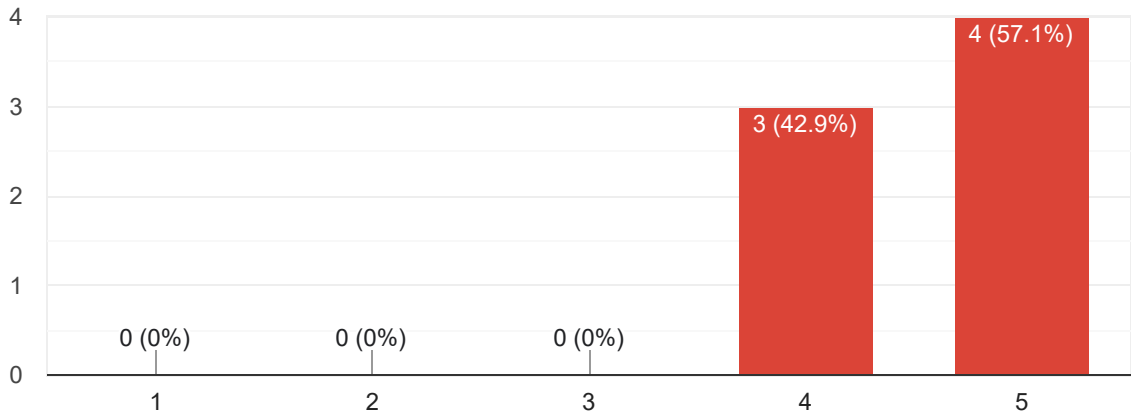
7 responses



Did you encounter any bugs or technical issues related to the user interface?

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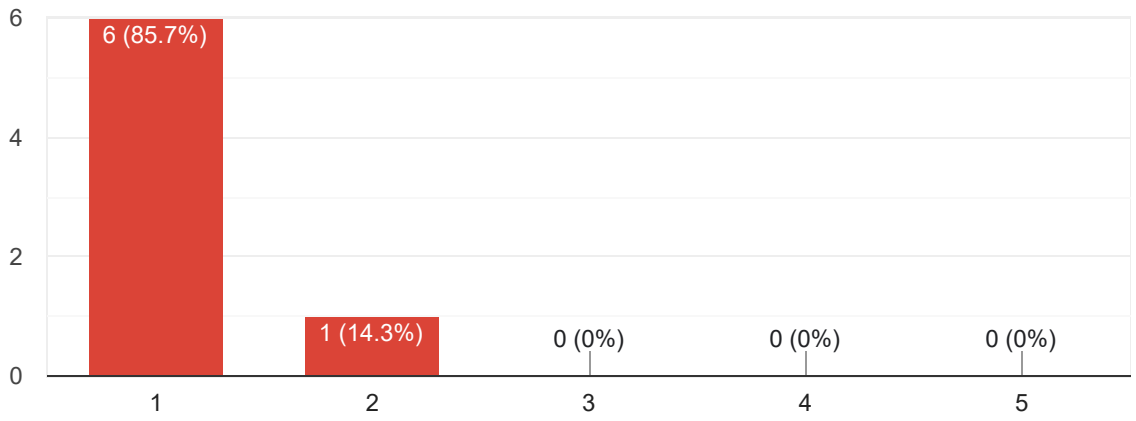
7 responses



If you encountered any bugs relating to the user interface, please describe.

1 response

Sometimes I'd have to click multiple times on a tower, other than that very clean.

Did you encounter any bugs or technical issues related to the tutorial?

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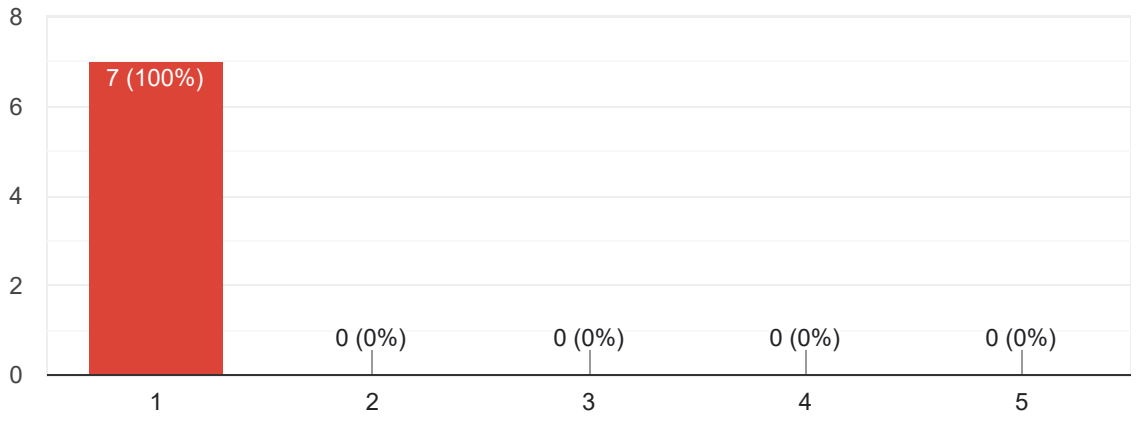
7 responses



If you encountered any bugs relating to the tutorial, please describe.

0 responses

No responses yet for this question.

Did you encounter any bugs or technical issues related to the settings?

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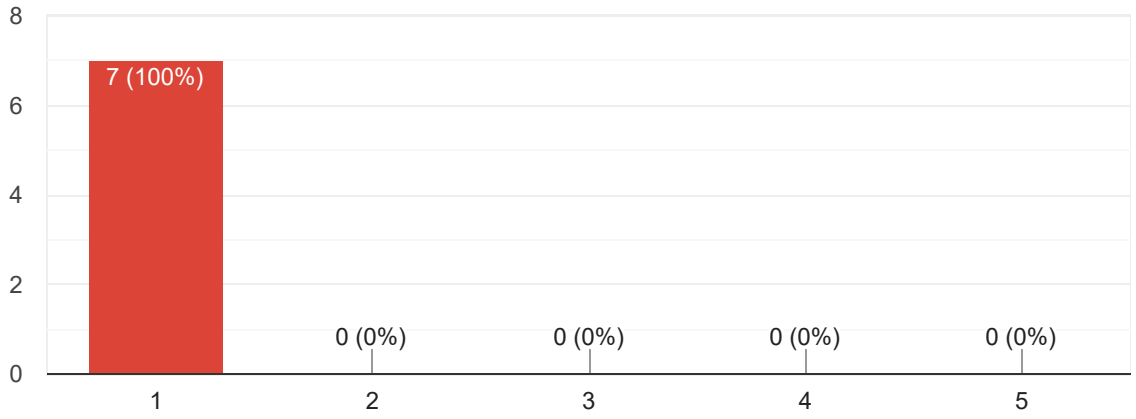
7 responses



If you encountered any bugs relating to the settings, please describe.

0 responses

No responses yet for this question.

Did you encounter any bugs or technical issues related to the level selection?

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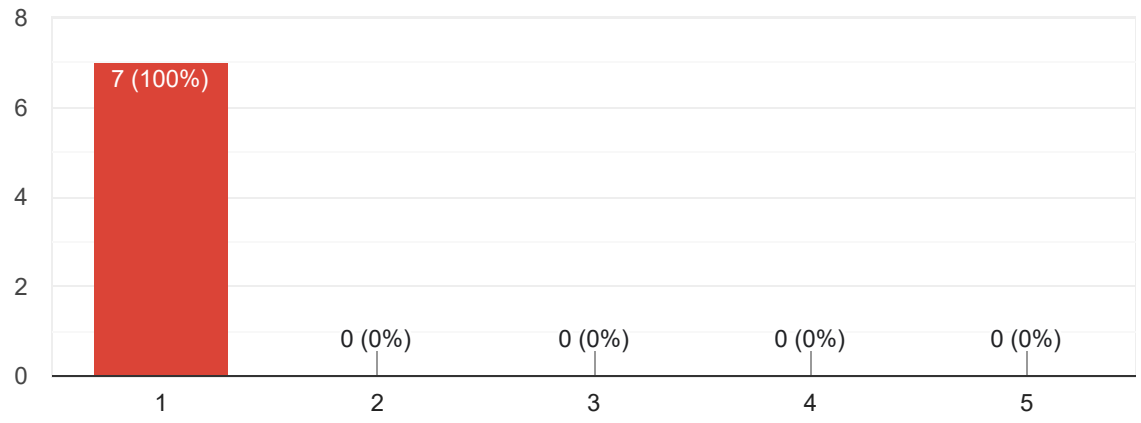
7 responses



If you encountered any bugs relating to the level selection, please describe.

0 responses

No responses yet for this question.

Did you encounter any bugs or technical issues related to the gameplay?

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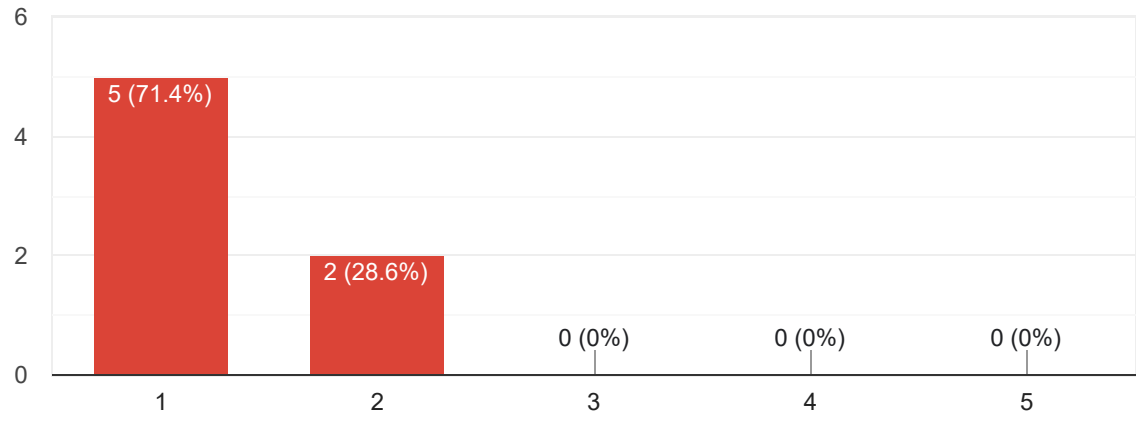
7 responses



If you encountered any bugs relating to the gameplay, please describe.

2 responses

Only one hindering the ability to upgrade a tower when you finally gathered enough money. Just simply clicking back on the tower again fix the issue.

The rifle tower would occasionally miss what it was shooting at.

How would you rate the overall difficulty of the game?

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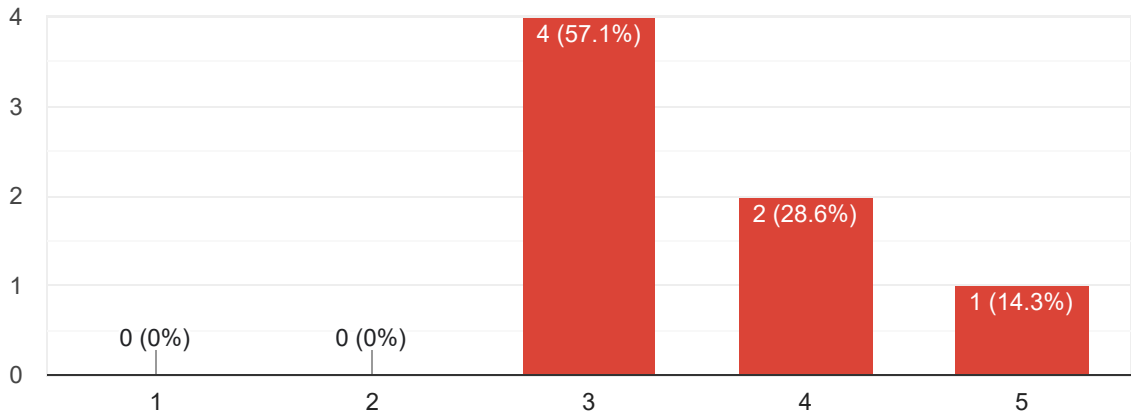
7 responses



How would you rate the overall level design of the game?

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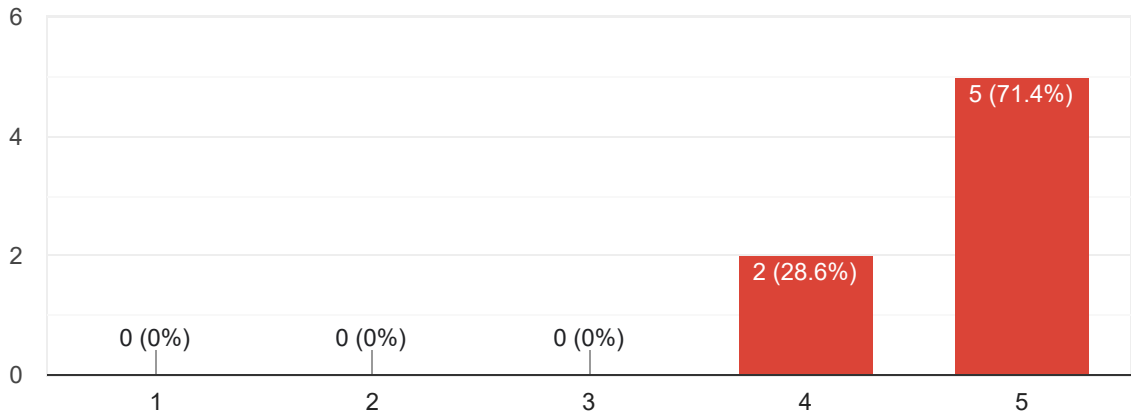
7 responses



How would you rate the overall sound design of the game?

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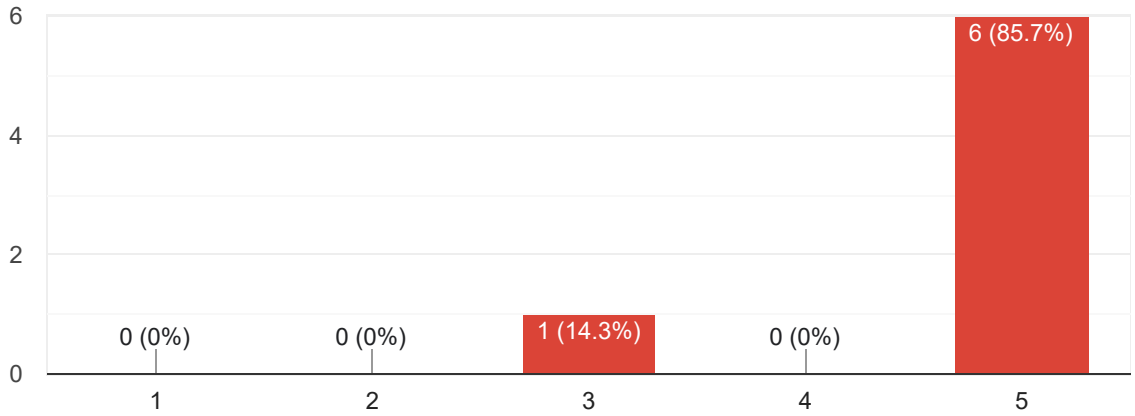
7 responses



Did you find the gameplay satisfying?

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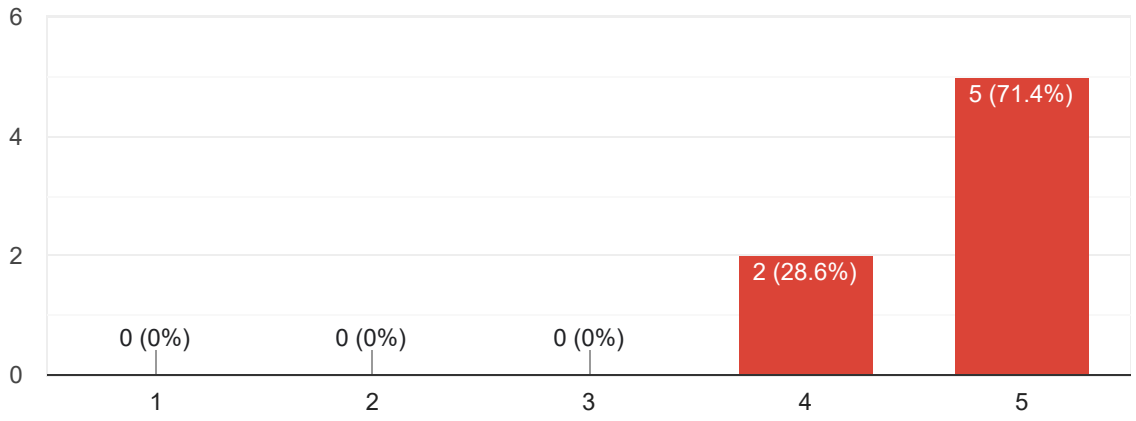
7 responses



Do you have any additional comments or suggestions for improving the game?

5 responses

Only suggestion is adjusting clickable box for towers behind map terrain. Towers are clickable, but you have to find the right spot.

In my personal opinion the game could be just a little harder, whether that be by stronger enemies or the quantity of them. Overall the game is very entertaining and found myself playing it for hours.

It might be interesting to have different upgrade paths for the towers to add a bit more variety to them.

It was an enjoyable game. I see lots of potential if you're planning on continuing development and releasing it to the public

Your well-designed game displays a great amount of time and planning. The variety of environment scenes not only enhances visual interest but also contributes significantly to the overall gameplay experience. The user controls and the user interface design ensure a smooth and enjoyable interaction for the player. I encountered no challenges or difficulties while playing through the game. The option to add gore was a nice touch as well!

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