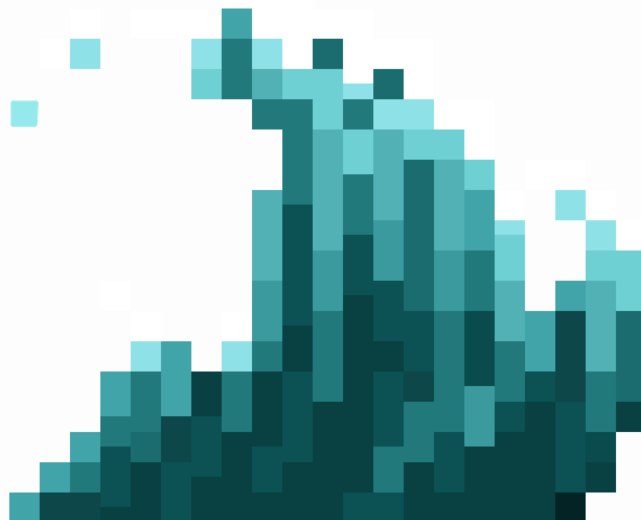# Alpha Milestone Preliminary Report

Looter

by

Neoul

GAM 250

5.16.2021

Spring

Team Member

Producer & Engine Programmer & Graphic Programmer : Sehyun Kim

Physics Programmer : Seungguk Jang

UI Designer & Programmer : Junseok Yang

Lead Designer & Test Manager & Programmer : Hyeonmin Kim

SoundManager & Programmer : Haneul Lee

Playtest Survey

1. What is your name?
   It is a general question to identify who is the player. In week 15, we have to report a final milestone with names of our play testers.

2. How much time do you play the game per week?
   It is a general question whether he or she is familiar with the game or not. Some experienced players may know how to control the WASD movement, but others may not. We can categorize what type of the players.
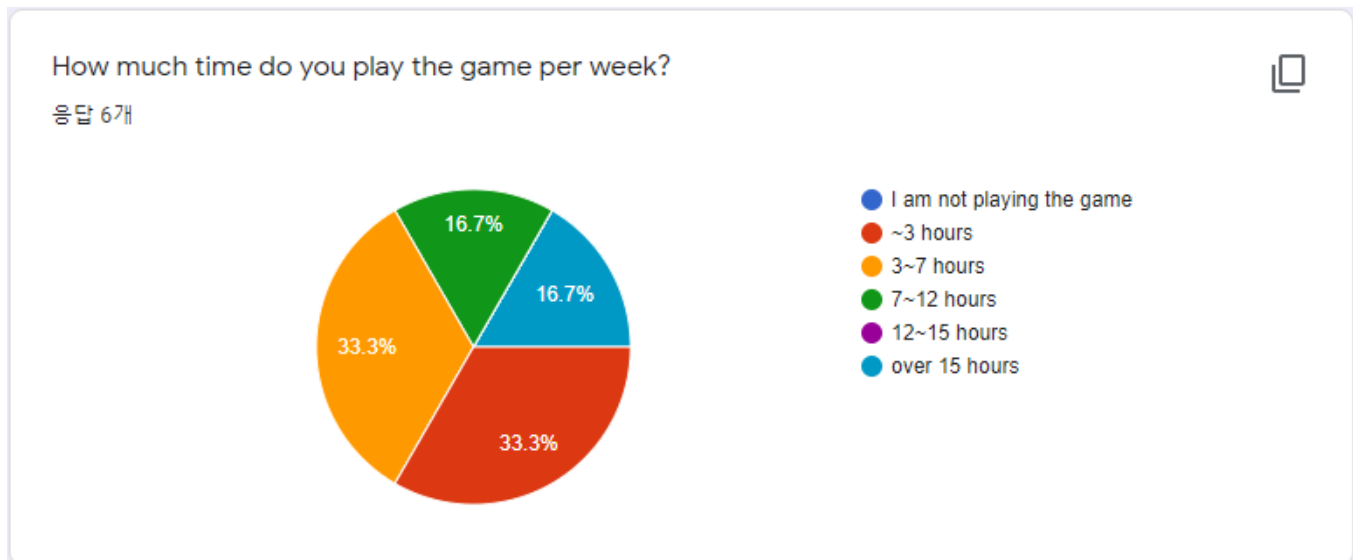
As we calculate average game play time, it is about 6.5 hours per week. So we can know that our playtesters for the first week of Alpha test are averagely good at playing games.

3. Is the volume of sound enough?

It is a general question in order to balance the volume of sound in the game.

Is the volume of sound enough?

응답 6개

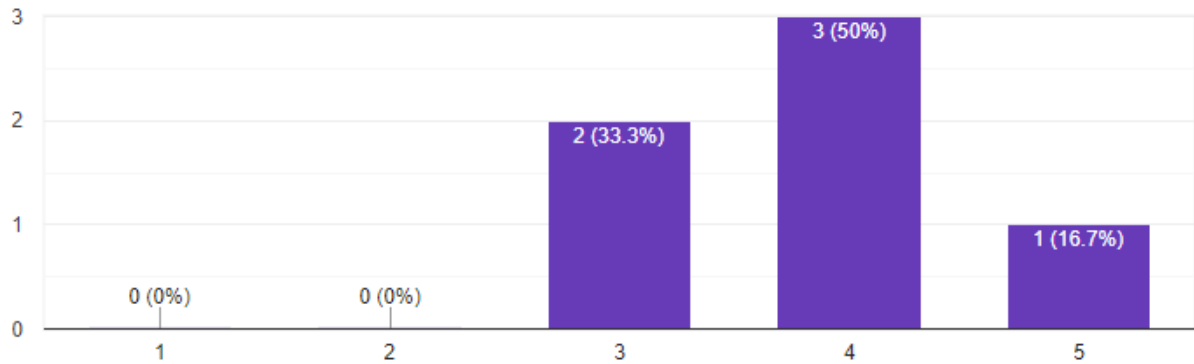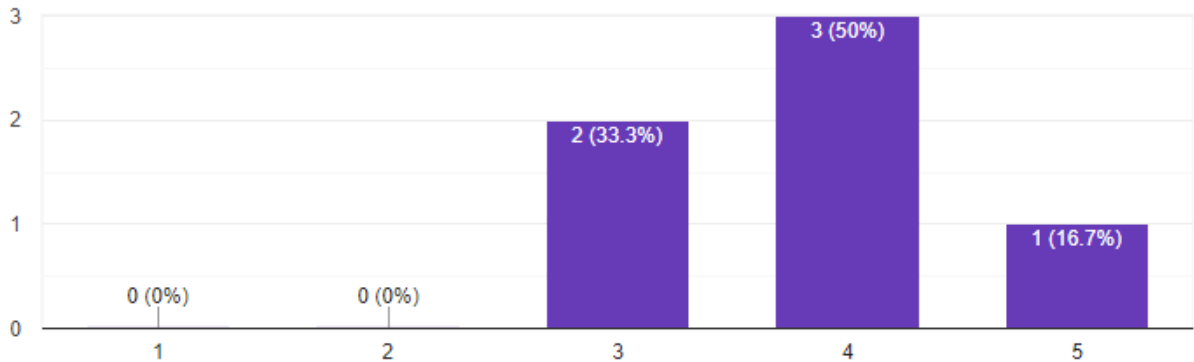This is the survey result we got in the first week of Alpha test. Number 1 in a row means "Too small" and Number 5 means "Too big". We can know that our sound effects and background music are a bit loud to hear. So we are trying to low down this after we got this feedback.

4. How fast does our game feel to find a way out? (Level 1 to Level 3)

It is a good question to figure out how the player feels pace in our game because we cannot know his or her feelings. We thought it was not good to just simply ask "Our game is fun?". If he or she feels bored in the game, his or her answer would be "slow". However, "fast" answer is a different kind of situation, we should slow down our game. The player's movement in the game is really fast or enemies are so fast to the player.

How fast does our game feel to find a way out? (Level 1 to Level 3)

응답 6개

This is the survey result we got in the first week of Alpha test. Number 1 in a row means "Too Slow" and Number 5 means "Too Fast". So on average we can know that each level is difficult.
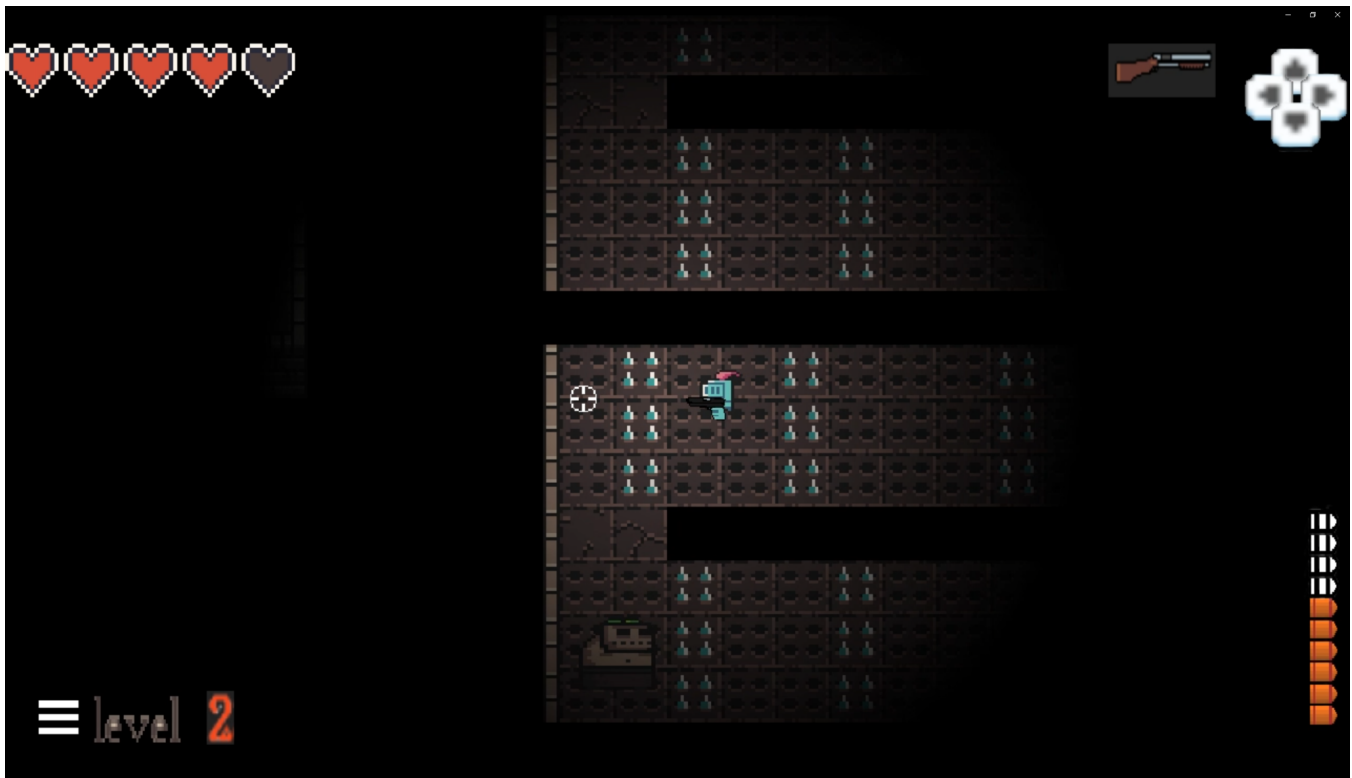
As we see and analyze the video sent by the playtester, we can know that Level2's trap room takes too much time than we thought. So we will try to update this room to make it more easier.

5. Are you clear about what a boarded red box does?
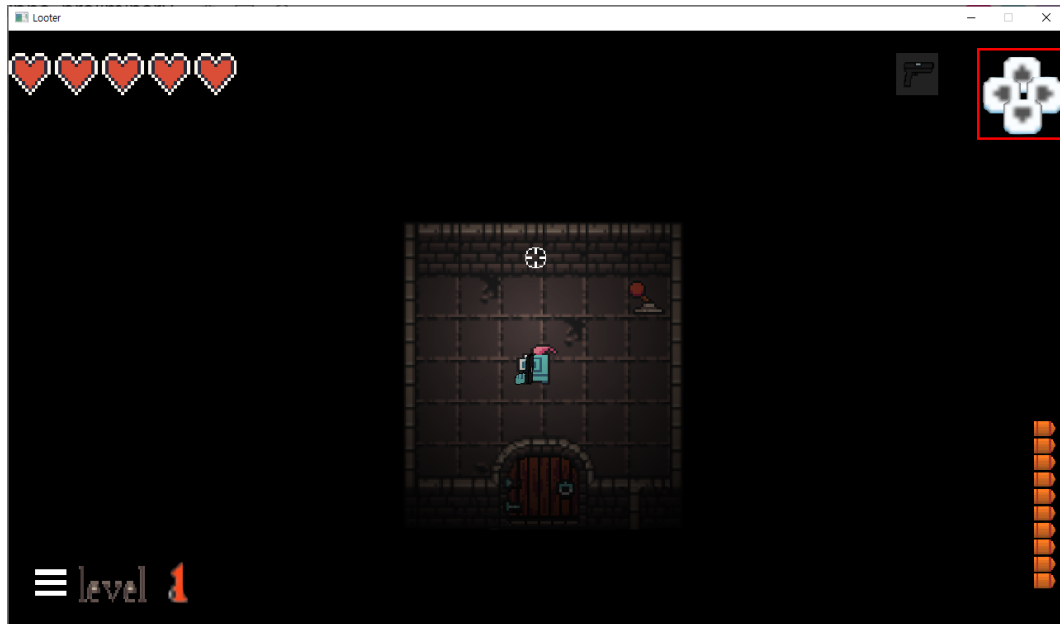
This ui is a keyboard description. We updated this a few weeks ago from the Alpha test so we need some feedback about how playtesters feel about this. But on the surface, I asked because I thought it might be difficult for users to understand.
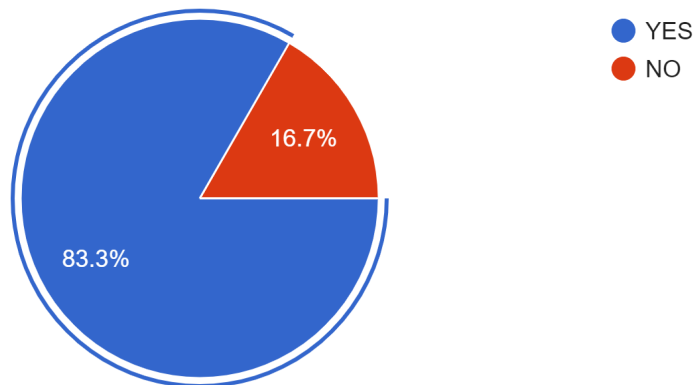
According to the results of the vote, there are five(5) people who know for sure what the redboard is, and one(1) person who doesn't know. Most of them know the role of the new UI means. But we need to care about 1 person who doesn't know and the solution we thought will be shown in Question 7's analysis.

6. Did you notice the role of the trigger is opening the door when using the trigger in level2?

It is a good question. We cannot figure out this question from only a stats log and playback videos. If many players do not notice what is happening, we will make better feedback about it.

Did you notice the role of the trigger is opening the door when using the trigger in level2?

응답 6개

- Yes
- No

100%
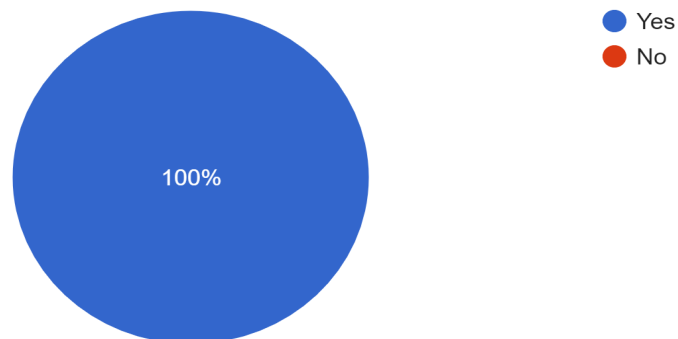
Everyone(All) has confirmed that level 2 triggers are responsible for opening doors. We thought that the distance between the trigger and door was far. So we want to care about this one. Though every playtester knows the role of trigger, we will try to make feedback to show the opening door when trigger activated.

7. Did you easily distinguish between using skills and not using skills?
(1(easy to distinguish)~5(hard to distinguish))

| Not using skill | Using skill |

It is a good question. Because we think that just a little degree of transparency cannot inform the player's state of using skill or not. We can modify the degree of transparency through this question when the player uses skill.

Did you know what the skill effect was when you pressed a 'Shift key'?
응답 6개
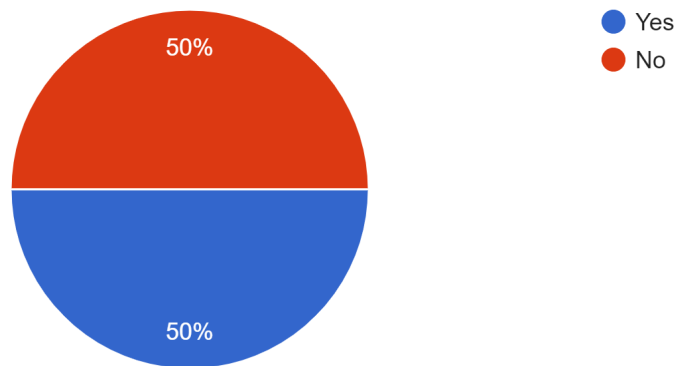
We have a special skill and shift key in our game, and according to the vote, there were three(3) people who knew it and three(3) people who didn't. So with Question 4, we thought that it is better to make some tutorial level or keyboard key binding to show instructions about control.

8. Do you have any additional suggestions or comments about our game?
It is a general question. Most surveys are finalized with this question. Because it is a good opportunity for some players to leave their opinion for our game freely.

Answers
1. Is there a reason to open the box? Then I'd like you to give me a definite indication that I've acquired the item(?).

2. my character just stuck if I approach the wall. This happening makes me tough to beat the trap way part on level 2. Others, the game is fun. I really enjoyed it. P.S the shotgun is really op in this game. and a third weapon.. I don't know what it is but this weapon's ammo doesn't count down even if I shoot.

3. I think we should limit the range of guns a little more. It's so convenient to shoot and handle before entering the room. As a result, (shift) special abilities are almost meaningless. And I want you to speed up the bullets. The biggest challenge in this game is not monsters, but bottoms out. I feel like I'm moving, like I'm sliding on ice. Manipulation is not immediately possible as long as you touch a wall or something. That's why I die the most in thorns. Limit the number of bullets, and I think it's better to get it from the box. And I want you to add meaningless rooms so that they are meaningful.

4. It seems there is no escape key .. ?

5. There is no delay for reloading the weapons. So it lowers the intensity of the gameplay.

6. I couldn't know what button would be for what, even quit the game. I used alt+f4 for out. And if the user is contacted with a wall, even if it is impossible to move diagonally, I hope it can change the player position to be moved to the side automatically.

Solutions

1. We are making various items such as weapons and potions in the box.
There will be more items in the beta playtest.

2. There are many opinions that it doesn't move well when you approach the wall. This is a problem that must be solved, and all the team members think it's a serious matter. Shotgun will also balance out the damage. The third weapon has not been made yet, so there may be some problems.

3. The range of the gun will be tested several times and adjusted appropriately.
We also feel that the floor is slipping, but we haven't found a solution yet. The idea of limiting the number of bullets and bringing them from the box is great, but I think we should think about it. Meaningless rooms will be added to other events in the future.

4. There is the escape key. But it seems like many playtesters don't know about it. So I think it is better to make some key binding images.

5. For now, we simply added reloading logic without delay time. We will implement delay timer logic.

6. Same as answers for Question 4. We need key binding image to show what keyboard key we use, and show what each key works.

Game Stats Log

Our game gathers stats information that saves a log file(a json file) for each scene in the document\Looter directory. An example of the file are as follows:

```
{
  "numDiedPlayer": 0,
```

    "numDamagedTotal": 0,
    "numDamagedByEnemies": 0,
    "numDamagedByTrap": 0,
    "numKilledTotalEnemies": 0,
    "numKiledBossEnemies": 0,
    "numUnlockDoors": 0,
    "numUnlockChestBoxes": 0,
    "numUsedTriggers": 0,
    "numUsedTeleporters": 0,
    "numUsedStairs": 0,
    "numUsedPotion": 0,
    "numSwitchLevels": 0,
    "numSwitchBlinds": 0,
    "numGeneratedBullets": 0,
    "numGeneratedBulletsLaser": 0,
    "timeUsedShotgun": 0.0,
    "timePlayed": 0.0,
    "timeCollideTraps": 0.0,
    "timeCollideEnemies": 0.0,
    "timeCollideWalls": 0.0,
    "isClearLevel": false
}

All variables are based on the player in the game.
- numDiedPlayer

   : How many times the player has died. This indicator is useful to decide if this scene is hard or easy.
- numDamagedTotal

   : It is the count of total damages that is given by the player. This indicator is useful to decide if this scene is hard or easy, that is we can modify enemies position or velocity or number using other indicators.
- numDamagedByEnemies

   : The count of damages of the player by enemies. We can use this data for knowing if an enemy's AI is difficult to clear the level(though it is simple, but we should need to update some value like timer or delay variables)
- numDamagedByTrap

   : The count of damages of the player by traps. If this number is too high, then it means that traps are also too much for playing games and clear each level.
- numKilledTotalEnemies

   : The count of how many times Player killed enemies. Players can just pass the enemies(not eliminate them). So if there are few enemies that are not eliminated by Player, then we need to fix their position or AI.
- numKilledBossEnemies

    : The count of how many times a Player killed Bosses. If it is too high, we modify the boss's hp or velocity, vice versa.

- numUnlockDoors

  : The count of how many times Player unlocks the doors. This indicator and numUsedTriggers should be the same.

- numUnlockChestBoxes

  : The count of how many times Player needs Healing. This is useful to decide if this scene is hard or easy. If high, we make the scene easier and vice versa.

- numUsedTriggers

  : The count of how many times Player. This indicator and numUnlockDoors should be the same. If not, we know there will be some problems.

- numUsedTeleporters

  : The count how many times Players go to the next level. This indicator should be the same as the number of levels. If not, we know there will be some problems.

- numUsedStairs

  : The count of how many times the Player uses stairs(locating player to other spots). If this number is too high we modify the stair's size to be smaller or locate other positions.

- numUsedPotion

  : The count of how many time Player uses a health potion. If this number is too high, we modify the scene to be easy.

- numSwitchLevels

  : The count of how many times Player changes scenes. This indicator should be the same as the number of levels or numUsedTeleporters. If not, we know there will be some problems.

- numSwitchBlinds

  : Number of rooms the player has been to. How many rooms the player has been while the player clears the level. So, If it is smaller than the number of rooms in the scene, we allocate more chestboxes to rooms that the player does not want to go to.

- numGeneratedBullets

  : Number of bullets the player has shot. If it is too high, we can know if the player is hard to clear the scene or fun to shoot using other indicators(numDamagedTotal, numDamagedByEnemies and so on…)

- numGeneratedBulletsLaser

  : Number of Laserbullets the player has shot. We can know the player

- timeUsedShotgun

  : The time the player is holding the shotgun. We can see how useful or enjoyable a player is to use a laser gun.

- timePlayed

  : The time the player plays our game. If this time is too high, we can know the player enjoys our game or it is hard to clear the scene using other indicators.

- timeCollideTraps

  : The total amount of time the player is stepping on the traps. If it is too high, we modify the number of traps or traps' positions to make the game easier.

- timeCollideEnemies

  : The total amount of time the player collides with the enemy. If it is too high, we modify the number of the enemies or size vice versa.

- timeCollideWalls

   : The total time the player hits walls. If it is too low, we can know the player is inconvenient to collide with walls.
- isClearLevel

   : The count of how many times Player clears levels. This indicator should be same with numUsedTeleporter and number of game's levels.

We will use these data as making average values for all playtesters. We forgot to inform playtesters to send log data to us. So we couldn't get log data at week1. So after this week, we will inform this to get log data to fix errors or add more features(that we really need to add) to polish our game.