Prokaryotic Showdown

(Alpha Release 11/15/2012)

Evaluation Form

Following is the feedback from the Alpha Release. A total of 17 people rated the game.

		Strongly Agree (A)	Agree(B)	Disagree (C)	Strongly Disagree (D)
1	The core game mechanic is clear.	7	6	4	
2	The game is easy to learn to play.	5	8	4	
3	The menus and HUD (score, health, etc) are easy to understand.	7	9	1	
4	The game feels "finished" or complete	1	6	9	1
5	This game is unique and creative, and does one thing well.	7	10		
6	The game has no glitches or bugs.		2	12	3
7	The game is fun and engaging.	4	10	3	
8	I would like to play the game again	5	10	2	
		36	62	35	4

A total of 17 people played and rated the game. The ratings are summarized in the above table.

- The core game mechanic: The core game mechanic was clear to most of the people. There is still room for improvement in this area and we are constantly working to make it better.
- The game is easy to learn: Again many people agreed that the game was easy to learn to play. The ratings we got here is pretty good considering that there were many people who hadn't played strategy before. We are planning to add instructions to help the player understand the gameplay and objectives and make the game easier to learn.

- The menus and HUD: We got good ratings in this category. Our menu and HUD were simple and displayed information relevant to the gameplay. We could improve it by adding a mini-map and nice fonts.
- The game feels "finished" or complete: Many people felt the game does not feel complete. We are still working on defining a clearer set of objectives for the player.
- This game is unique and creative: We got the highest ratings in this category. All the people thought that our game is unique and creative. Many people liked the animation of the bacteria and collecting resources.
- Glitches or bugs: The game had a few glitches/bugs which got us poor ratings in this category. The bacteria movement is bit frustrating. Also, while attacking, the player loses control of his units. These will be fixed in the beta release.
- The game is fun and engaging: 4 people strongly agreed, 10 people agreed and 3 disagreed. This is not bad considering the glitches in the gameplay. The game will be even more fun once we fix these bugs and balance the gameplay.
- I would like to play the game again: Out of 17 people, 15 people agreed that they would like to play the game again. This game has a lot of potential, and addressing the issues that people had while playing and improving and adding more features to the game would make it a success.

What was the thing that you liked most about the game?

People liked various aspects of the game. Following are the elements of the game that people liked :

	No. of people that liked it
Simple Gameplay	3
Animation and Graphics	3
HUD	1
Collecting Resources	1
Unit Selection and Movement	3
Background	1
Challenging	1

How easy/difficult is the gameplay?

7 people found it easy to play the game, another 7 found it not too bad, and 3 people found it hard to play. Many people found the glitches to be frustrating, otherwise they found it easy to play.

What changes would you like to make to the game? What features would you like to add or remove from the game?

Add different bacteria classes/levels	4
Better animations for attacking or collecting	6
More freedom of movement	5
Show health of enemies	1

More options for spending resources	1
Better HUD	2
Music and sound effects	1

Everyone had something to add to the game. Many people suggested animations for collecting resources and attacking. Many of them also suggested improving the movement of bacteria and adding different classes of bacteria.

Overall, the response was positive and many people were interested in how the final game would turn out. The main issues that people had with the alpha release were the glitches with movement of bacteria which we are trying to fix right now. We are also planning to add more animations for attacking and collecting resources to make the game more attractive. Adding different levels of bacteria is already being worked on and the beta release will have atleast 2 levels of bacteria.