Dual Nature Playtest Log

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| Name | Suggested Changes and Comments |
| Joseph Laurienzo (Kyle) | * The Tornado and Storms attacks are inferior compared to the others. * Lightning is too OP (overpowered) * Tornado graphics are unclear * Ice is way too inferior to fire * Q W E would be better control keys than Q E F * Some spawning positions make the game hard * Like the graphics * Sounds are decent |
| Brian Rupp  (Jack) | * Lightning too powerful * WASD controls make way more sense than arrow keys * Ice doesn’t do enough, maybe make it penetrate through enemies * Difficulty scaled well * Liked particle effects * Graphics intense |
| Ryan Cockman  (Noah) | * Tidal wave in level 1 is useless * Attacks are too gimmicky * Unclear where hitboxes are * Show where attacks will go * Make enemies move diagonally * Enemies should always spawn at edge of screen * Level 3 - lightning label should be changed to sucking label * Aesthetics were fire |
| Bianca Ji (Anna) | * Did not make it past level 2 * Level 2 enemies should come more vertically vs. horizontally (makes it impossible not to damage player) * Needs instructions upon starting, not intuitive if someone doesn’t explain it * The tidal wave/fire and freezing attacks are frustrating * The graphics are good but the trees look “scary” * Had fun, though thought it was too difficult for beginners/inexperienced players (audience is specifically for experienced players) * Should change QEF to QWE or something more intuitive |
| Hannah Leff  (Noah) | * Add a level up system/reward for killing enemies * Add bodyguards for the character * Add instruction screen * Outline clouds more |

Class suggestions from Stage 3 - Content Integration:

- Indicator that the player got damaged by the weather;  
 - Add a timer to the spell cooldown;  
 - Show that the enemies are frozen;  
 - Change tornado sound;  
 - Add an outline to the sun and moon;  
 - Particle overkill;  
 - Reduce radius of the storm attacks;

Game Changes and Revisions (based on playtesting not yet implemented)

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| Suggestions or Comments | Modification | Details / Reasons |
| Add WASD controls | Allow WASD controls, along with the normal arrow keys controls | Make it easier for the players to control the objects |
| Change elemental attacks control keys (Q E F) | No change | Because we now allow WASD controls, Q, E, and F as elemental attacks control keys are more appropriate. |
| Add an instruction page or menu at the beginning to explain controls | Will change later  Instruction is updated to the txt file in the Zip file. | An instruction page and a menu will be added for the final submission, when a polished instruction scene is made. |
| Unclear/faulty attack hitboxes | Improve hitboxes/make them more clear | The edges of certain attacks wouldn’t affect enemies even if the attack looked like it hit |
| Level 1: Lightning is overpowered | Increase cooldown time (from 3 seconds to 6 seconds) | Further steps of reducing it’s explosion radius are also being considered |
| Level 1: Tornado is underpowered | Reduce cooldown time (from 10 seconds to 8 seconds) | To balance the attacks in this level |
| Level 1: Tidal Wave is underpowered | Reduce cooldown time (from 8 seconds to 6 seconds) | To balance the attacks in this level |
| Level 2: Fire and Ice attack is overpowered | Increase cooldown time (from 1.5 seconds to 3 seconds), while decreasing cooldown time of Dual Lightning (from 5 seconds to 4 seconds) | To balance the attacks in this level |
| Level 2: Storms attack is underpowered  Reduce the radius of the storms | Reduce cooldown time (from 20 seconds to 10 seconds).  Reduce the radius of the storms.  Remove the smoke effect when two storms hit.  Add new effect where storm would push the main character instead | To make the storms attack stronger and more valuable in this level |
| Ice attack ineffective | Improve the AOE of the attack  Create a zone that can freeze more than one enemy at a time | Make the ice attack stronger so that it would be as valuable as the fire attack. |
| Enemies spawn too randomly | Move some enemy spawners to the edges of the screen.  Still keep some enemy spawners near the character to make the game challenging. | So that players have more time to react |
| Add indication that the main character got damaged by the weather | Make the main character sprite red for a short duration | To indicate that the main character got damage by either the enemies or the elemental attacks |
| Add a timer to the spell cooldown | Add cooldown timers to the elemental attacks icons in the bottom panel | To explicitly show the attacks’ cooldowns and make the game easier to play |
| The game is too difficult | Reduce the speed of the main character | So that the players have more time to attack the enemies |
| Fix attacks’ labels for Level 3 | Fix attacks’ labels for Level 3 | Attacks’ names: Suction and Uncertain Release |
| Show that the enemies are frozen | Using the freeze zone to indicate that enemies are frozen | Fix this way because the freeze zone particle effect can easily show this |
| Change tornado sound | None | Do not change because most of the playtesters like the sound effect |
| Add an outline for the sun and the moon | Add outline for the sun and the moon | To make the game easier to play. |
| Particle overkill | Remove the smoke effects when two storms collide  Reduce the radius of storms  Do not change for tornado, tidal wave, and lightning attacks. | Keep particle effects that do not hinder the players’ performance |
| Make enemies move diagonally | None.  Only change the movements to diagonal when enemies are sucked into the black holes in level 3. | The horizontal-then-vertical movements makes it easier for players to hit multiple enemies with the dual nature objects |
| Show hitbox and where the attacks will go | None | Keep the uncertainty in the game |