

Table 1: Overview of feedback and decisions made

Feedback	Implementation	Justification
80% of users found the mouse too sensitive, resulting in the camera motion being far too extreme. This seemed to <i>severely impact</i> gameplay, with some participants having to withdraw from the interview after one round of the game because they felt “dizzy”.	The default mouse sensitivity was decreased by $\frac{1}{3}$ . An option to adjust the mouse sensitivity was added to the pause screen for players to adjust according to their comfort level.	A vast majority of users raised this as an issue that deterred them from wanting to continue playing the game as a whole, so we felt it was important to address, especially since some even got sick from it. For those who were more used to gaming and felt it wasn't a big issue, an option to choose their preferred sensitivity was given to them as it was easy to implement for us and greatly impacts gameplay.
The ‘game over’ interface lacked feedback. It was unclear to users for what reason they won or lost, and the transition seemed too sudden.	A more detailed description was added to the ‘game over’ screen in text, telling the player whether they got killed or the enemy had beaten them. There is now much more visual and audio feedback, with contrasting-coloured screens and different animations for win and loss scenarios. We’ve also delayed it so that players actually can see when they win or lose as it was triggered too early before.	It was important that players understood why they lost so they could avoid ways to lose in their next play as well as giving them more of a reward or loss feeling to incentivise them to want to play again.
3 out of 10 participants pointed out they were unaware where they were aiming their attack, because there was no cursor indicator or anything of the like.	A cross-hair was added to the center of the screen, which turns red to signal when a player has their mouse aimed in the right position and is close enough to attack a target.	It would make sense for the user to know the position of their aim before clicking their mouse, to avoid spam-clicking and guesswork. This was an implementation that was feasible within our time frame

		and we felt really added to the feel of the game and enhanced game play.
40% of participants found it too dark inside the houses. They couldn't see well, and someone even mentioned they were unaware the player could even go into a house.	Lighting and other objects (like beds, tables and shelves) were added inside the houses.	It was a simple matter of remodelling the houses that could add an interesting dimension to the gameplay. Although this meant a decreased CPU performance, adding lighting to certain areas would help lead them to places they may want to go and makes the world more interesting to explore.
There was too much of the scene that players could see. The participant would also sometimes move the mouse down enough to see the rest of their body and feet, which they found annoying.	The camera angle was capped so that players would no longer be able to look down vertically past a certain angle.	There was no good reason for the player to look downwards at their feet while playing the game. The most common directions players tended to look were forward/backward and left/right, so our adjustments ensured that the player had no problems looking forward. We did however still let them look upwards to keep the first person feeling and to be able to appreciate the sky and the moon.
3 out of 10 participants thought the game "felt too easy" since the villagers and other characters all spawned too close around the player.	The spawning area was increased, as well as the density. Characters are currently spawned within a grid, with one character spawning at a random location in each grid cell. Characters would disperse after that, making villagers more difficult to find.	A greater spawning range would make it more challenging for both the player and enemies to find villagers to infect.
Players found the game	The AI algorithm was	We wanted to optimise the

<p>boring when it got to a point where they couldn't find the remaining villagers to infect.</p>	<p>tweaked so that villagers circled back to the village after a time of wandering.</p>	<p>gameplay experience as much as possible, without compromising the complexity of the game environment that was already made. It would seem most natural that villagers would want to go back to their village after a while.</p>
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