# Overview for Stakeholders

## Feline Friendship Force

The user feedback confirmed these features are working as intended:

1. As the player I want to know where I can move
   1. Was able to know and move the cats to the right location
2. As the player I want the levels to be fun and interesting
   1. The levels offered a lot of thought and complexity to get through.
   2. The player called the game fun and liked the mechanics being used.

The user feedback identified these features need iteration:

1. I want a reason to continue playing
   1. Needs more life in the game world.
   2. The achievements need more juice/reason to want to complete the achievements.
2. The game conveyance issues.
   1. The shader effects on the cat didn’t get noticed until the end of the playtest.
      1. We need to make it a bit more evident and maybe point it out in the tutorial.
   2. The tutorial text doesn’t fully match what the player was seeing, making parts of the game confusing.

# Prioritized List of Issues and Action/Non-Action Decisions

## Sprint 1

## Proof of Concept Gameplay

* Game demonstrates potential “fun.”
* A few assets are of defined shippable quality.
* Place holders for some in-game functionality remain.
* We have identified that Dog AI has Conveyance issue.
  + Shader effect on cat.
  + Dog pathing (showing where the dog is going to move on any turn).
  + Implement more interesting choices for the cat player to do with the dog AI states.
  + We are not going to scrap the multiple AI states and keep all three in the game.
* We have identified not having a reason to continue as an issue.
  + We are going to make a win screen that makes the player want to finish the game and come back.
  + We are going to implement an achievement system to encourage players to come back and try a level again.
* We have identified Pressure Plate conveyance as an issue
  + We are going to add a leaking hose and water to show the ways to have that work.
  + We are going to use a particle effect system to draw the players attention to the water and the hose.
* We have identified ‘not fun’ puzzle mechanics as an issue
  + We are going to add ‘special nodes’ that either hide the cat or distract the dog to replace moving back and forth.
  + We are going to rework original puzzles to show how the new elements work and make the game better.
  + We are going to add more dogs to make the levels feel harder.

## Sprint 2

## Vertical Slice

* One complete “level” or section as defined by Game Design Document Levels Section.
* All “designated” assets are of defined shippable quality.
* No place-holders IN “level” for art, sound, layout, or gameplay (excludes UI).
* All “designated” features work.
* Includes significant portion of game play.
* We have identified that dog AI has a conveyance issue.
  + We’re going to implement animations and question mark on enemy dogs.
  + We’re going to implement an indicator to show which cat is in danger.
* We have identified that node selection has a gameplay issue since some people want to have the ability to repick nodes.
  + We’re going to implement a node re-pick feature.
* We have identified that game rules have conveyance issue.
  + We’re going to implement an information button to show players the rules.
  + We are going to address that in a more robust tutorial consisting of up to 4 levels.
* We have identified that our art has a consistency issue.
  + We are going to go in a new art direction, with stakeholder approval, and make the art using 3D modeling as opposed to the 2D animation we have been using.

## Sprint 3

## Alpha

* Feature complete.
* Completely playable no missing features (no matter how small).
* All art and design of shippable quality.
* No placeholder assets.
* Understood that balance and bugs fixes remain.
* Passes compatibility testing.
* Install build.
* We have identified that the win screen has not enough reward to it
  + Add juice to the win screen with a particle effect attached to each reward.
  + Speed up the win screen
  + Add save states so the player can come back and try to win each achievement after they close the app.
  + Get rid of the achievement system
* We have identified the game world as not having enough life
  + Add juice to the game world with sound.
  + Add more art around the level to make the scene feel lived in.
  + Give the character sprites more to do when they are not moving.
  + Make the cat meow when selected.
  + Make the dog bark when it sees a cat.

## Sprint 4

## Beta

* First version that is a believable shipping candidate.
* No known show stopper issues remain.
* *Gather user feedback to determine polish and balance requirements.*

## Sprint 5

## Launch

* Finish and ready to submit.
* Master created and certified.
* Archived.
* All non-game assets (installers, documentation, publishing materials etc.) shippable quality.

# Appendix A

## Kleenex Test Observational Data

|  |  |  |  |
| --- | --- | --- | --- |
| Time | Tester/ Game Action | Expressions | Tester Comments |
| 0:00 | Start game |  |  |
| 0:10 | Noticed UI | Positive | “oh, good you have a tutorial” |
| 0:25 | Confusion | Negative | “why is the dog moving sometimes” |
| 0:30 | Tapping then waiting | Negative/confuse | “what is the dog doing” |
| 0:45 | Finished level |  |  |
| 0:50 | Waiting for next level |  | I don’t know why the dog kept moving and not following me |
|  |  |  | I think I got it |
| 1:30 | Thinking about level |  | Poor cat not going anywhere |
| 2:00 | Moving cat from dog |  | Glad the cat is following the dog |
| 2:36 | Figured out the button/gate |  | I didn’t realize earlier that the button was the gate. |
| 2:48 | Been quietly tapping | Stoic |  |
| 3:07 | Moving cat | Confused | Not sure what some art assets are |
| 4:22 | Moving cat | Confused | That’s strange (probably something with the cat) |
| 4:28 | Moving cat | Positive | Oh, now I get it (took 6 secs ;?) |
| 4:32 | Moving cat | Confused | Oh no |
| 4:45 | Restarted/trying new start | Natural |  |
| 4:58 | Waiting for puzzle | Confused | Why would the cat stop there |
| 5:10 | Level failed |  | That’s strange |
| 5:25 | Level solved |  |  |
| 5:30 | Level loading | Confused | Not sure about the dog behavior/ feels it isn’t consistent. |
| 5:45 | Failed level | Confused |  |
| 6:02 | Failed level |  |  |
| 6:07 | Failed level |  |  |
| 6:15 | Failed level |  | (made same mistake) |
| 6:26 | Failed level |  | (made same mistake again) |
| 7:45 | Been failing same level | Frustrated and confused | There needs to be something that tells me the AI of what the dog is doing if I am going to solve these puzzles, something with color or an animation, something is missing |
| 7:58 | Loads final level |  |  |
| 8:05 | Initial move on this level |  |  |
| 8:09 | Second move |  |  |
| 8:23 | Level failed |  |  |
| 8:38 | Level Failed Same way |  |  |
| 9:02 | Level failed multiple times |  |  |
| 9:35 | After multiple failed attempts showed the level victory |  |  |
| 9:45 |  |  | Didn’t like the only way to win |
| AFTER PLAYING |  |  | Commented on the need for better conveyance of gate, AI, art, and ways to make the gameplay a bit more fun. Positive and negative elements came out of this but most important thig is to figure out ways to show the AI to the player. |
|  |  |  |  |
| VS | VS PLAYTEST | VS PLAYTEST | VS PLAYTEST |
| 0:00 | Start; Studying the screen/reading |  |  |
| 0:15 | First Move/Flicking for Movement |  |  |
| 0:48 | Next Level |  |  |
| 1:05 | Learn Water |  |  |
| 1:21 | Restart Level |  |  |
| 1:40 | Beat Level | Positive; head nod on level 2 completion |  |
| 2:10 | First move in Level 3 | Concentration increased |  |
| 2:37 | Misfiring swipes | Negative |  |
| 2:56 | Restart Level 3 |  |  |
| 3:15 | Only moving top cat |  |  |
| 3:36 | Misfiring swipes |  |  |
| 4:06 | Stuck in loss state |  |  |
| 4:15 | Restarted Level |  |  |
| 4:30 | Studying level again to find solution | Puzzled; scratch side of head |  |
| 5:07 |  |  |  |
| 5:20 | Moved phone |  |  |
| 5:45 | Beat/solved level 3 | Negative; sighed |  |
| 5:48 | Start level 4 |  |  |
| 6:20-6:36 | Moved same cat around |  |  |
| 7:03 | Restarted Level 4 |  |  |
| 7:20 | Thinking about Level 4 |  |  |
| 7:30 | Made same mistake |  |  |
| 7:53 | First Loss | Furrowed Eyebrows |  |
| 8:05 | Finding solution | Concentrating |  |
| 8:24 | Pauses | Touches face |  |
| 9:01 | Solved Level 4 |  |  |
| 9:02 | Start Level 5 |  |  |
| 10:10 | Looking for solution to level 5 after loss | Concentrating |  |
| 10:46 | Loss | More furrowed eyebrows |  |
| 11:18 | Beat Level 5 |  |  |
| 11:25 | Trying to exit game |  |  |
|  |  |  |  |
| ALPHA | ALPHA PLAYTEST | ALPHA PLAYTEST | ALPHA PLAYTEST |
| 0:00 | Commented on Cats/Theme |  |  |
| 0:07 | Reads tutorial text |  |  |
| 1:20 | Looking for switch | Confused | Where’s the switch? I see a leak. |
| 3:03 | Stuck in Box | Confused |  |
| 3:45 | Confused about level select |  |  |
| 4:27 | Snuck Past dog | Excited | “F\*$k you dog” |
| 5:25 | Figuring out dragging to move | Frustrated | Dragging is inconsistent |
| 6:20 | Doesn’t like how movement achievement card works | confused |  |
| 8:50 | On level 6 | Frustrated | Saying “No” repeatedly |
| 9:50 | In game fail state |  |  |
| 10:41 | Beat level 6 | Excited |  |
| 12:07 | Touching face |  |  |
| 12:45 | Beat level 7 |  | It feels easier |
| 14:51 | Wondering about dog | Confused | Why doesn’t dog have question mark over head |
| 15:20 | Beat level 8 |  |  |
| 16:30 | Doesn’t get dog AI | Confused |  |
| 16:36 | Doesn’t notice other cat being chased | Confused |  |
| 17:38 | Beat level 9 | Excited |  |
| 19:16 | Wants to undo his last move | Aggravated |  |
| 19:44 | Noticed the red shader around targeted cat | Realization |  |
| 19:58 | Beat level 10 |  | That was a bit much |
| 20:20 | Realizes dog goes after nearest cat | Understanding |  |
| 21:05 | Confused about it skipping to next level |  | I didn’t hit the button |
| 21:12 | Screen is confusing him |  | Its boggling my eyes |
| 21:03 | Completed level 11 | Accomplished |  |
| 24:15 | Completed game |  |  |

# Appendix B

## Stakeholders Feedback Notes

Still concerned about the dog movement not being obvious to the player.

Wants to see a better difficulty curve on the levels, we discussed this could also be helped by adding more information in the tutorials.

Noted that the art wasn’t living up to expectations.

Noted that the levels need to have more life in them.