# 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. Able to select the cat and path he wanted
   2. Knew to move the cats
   3. Figured out how to use the pressure plate
   4. Figured out what made him fail
2. As the player I want to know how to win
   1. Figured out the victory conditions
   2. Figured out how to restart and try new straggles
   3. Began to learn dog AI
      1. Note not polished and needs more conveyance but some major elements were enjoyable
   4. NOTE ONLY WON 3/5 LEVELS

The user feedback identified these particular features need iteration:

1. I want to understand the enemies
   1. Need to convey enemy AI states and how they work
   2. Need to make interesting choices with the enemy ai states
   3. Need to show the dog moving and chasing a cat somehow (probably with paw prints and cat shade effect)
2. All puzzle elements are fun
   1. Need to think of other ways besides moving back and forth for all puzzles
      1. Called cheesy
   2. Hiding or distracting mechanic should be implemented and tested
      1. Working with cat box and/or dog bone to do that.
   3. Make pressure plate clearer (but was a quick learn with this play tester)

# 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.

## 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.

## 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 sec ;?) |
| 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. |

# Appendix B

## Stakeholders Feedback Notes

Noted that the game was coming along well and that the POCG met expectations.

Was concerned with Dog AI conveyance and making sure that players knew what the dog was going to do next each time.