# Post-Playtest Plan

## Group 5

## December 14, 2011



1. **Playtest Summary**

It was difficult to get full feedback from this playtest because we were missing some key parts to it in gameplay. For example, our battle mode was very primitive, we have not implemented the resources and mining system, and only had 1 solar system to visit.

Our game needs to have a set of instructions, which we did not have time to add for the playtest. Most of the players did not know what to do in the game or what the goal was, so I had to explain what to do and what the controls were. There was also a lot of confusion on what the different ship types were since they were never labeled. In our combat stage, we have images representing our ships, but in our menu to buy ships, we only have text descriptions. Because of this, players did not know which ships were which. There were a few other areas where players did not know what certain elements in our game represented. It was not clear which fleet was controlled by which player, or even that the ship graphic represented a

fleet. We need to find a way to distinguish the player from the computer, as well as make it very clear that the ships in the galaxy level represent a fleet.

The 2 players loved the graphics on the solar system, and appreciated the simplicity of the honeycomb grid for the universe and battle views. Sometimes the color choices were a little misleading in the battle view and the selections werent clear on the universe.

Players were uncertain of what the solar system stage was meant for. You are not able to select any of the planets, and there were two buttons on the bottom of the screen for opening up a menu and leaving the solar system. It was no clear to players that they could buy ships and such in the planet menu. We plan to add tool tips and the ability to select planets by mousing over them in hopes to fix this issue.

I also learned that some of the controls were counter intuitive. For example, when you select a fleet in the galaxy stage, you get to move the mouse around and decide where to move the ship. There was no way to deselect the ship unless selecting another ship. This caused players to make undesired moves because they meant to deselect the fleet. The battle system had a similar issue where players tried selecting ships, and it moved the currently selected ship instead of selecting the ship they want. I believe once we incorporate instructions, that problem will go away, but we should also make sure that it is very clear what ship is selected, and we should include a way to deselect ships.

We did not find many bugs that we did not already know about. That being said, there were a lot of known bugs. When a fleet was defeated in battle, the ship was not removed from the galaxy, which could lead to the player re-entering a battle with the defeated fleet. The player would then be stuck in the battle stage with no way of leaving. Another bug that people ran into is that there were supposed to be a set number of supplies in each solar system, but the supplies would be back to their full count once the player exited the menu and opened it again. Finally, the text in the solar system stage would get messed up after a battle. We have already fixed these bugs.

In conclusion, we need to have clear instructions, make the controls a big more intuitive, and finally we need to make clear to the player what the objects in the game represent.

2. **Updates between playtest and final handin** According to the feedbacks from the playtest, the changes that we are going to make are listed below

    (a) The Universe Stage:
      - When a commander is selected, click a cell once to show the path, and click again to go. In this case the player will not use up the commander's action point by accident.
      - Right-click to deselect a commander.
      - Left-click the enemy's commander to see the properties and the battle units it carries.

- Add mine planets in the map. Player can move their commander onto that cell to occupy the mine and gain income every turn.
- Add bonus planets in the map. Player can move their commander onto that cell to gain bonus in battle units / property points. They need to fight the fleets that guard the bonus planets.
- More solar systems in the map.
- Player can view their battle units through menu.
- Player can create commanders around the solar systems they own by right click the solar system.
- AI for the enemy commanders.
- put your commander on the opponent's solar system to capture it. A battle between your troops and the defend facilities will be triggured if your opponent has built it on that solar system.
- Backgroup Image.

(b) Battlefield Stage:

- Status bar showing the log of the battle.
- Panels to view the information about battle units and commanders.
- Smooth movement animation for battle units.
- More meaningful icons to tell which battle unit is in its turn, where to move and where to attack.
- Improve the efficiency of drawing functions.
- Ranged attack enabled.
- Surrounding attack enabled.

(c) Solar System Stage:

- Player will be able to mine the planets in the solar system they own.
- Player can choose to build facilities to increase income, to fortify etc.
- Player will be able to click the planet to ask the mining ship to mine it.
- Player can toggle between the solar systems they own.

(d) Other stuff:

- Level up system for commanders.
- Pop-up Dialog Boxes will be added.
- the Dialog Boxes can be used to show some story.
- We will also build a guide/help system for the first time player based on the Dialog Boxes, since our game is a little bit more complicated then the other space wars.

3. **Final Handin**

We decide to use the extension, which means we will turn it in before December 21st.