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420-541-VA Game Programming 2

Lab 12 : Playtest

Today we will be looking into testing our game.

In order to download the project you will have to clone this git repository :
https://github.com/amcnabbbaltar/420-541-Week12_Lab2

Then :

> Task 0) Uncomment the commented code in PickupComponent
> Task 1) Open the game project and build the project.
> Task 2) Build a Debug and a Release Build
> Task 4) Answer the small questionnaire by playing the game.

How to submit your project.

1. Send a link to either your GitHub or a One Drive link via the Assigement Delivery option in LEA.
2. Add me to your repo if it's private so I can see your work.

Playtest report :

General Questions

1. **How would you rate your overall experience with the game?**
   - o Excellent
   - o **Good**
   - o Fair
   - o Poor

Gameplay Experience

2. **Did you find the game enjoyable?**

   Yes, the game was enjoyable.

3. **Which aspects of the game did you like the most?**
   - o The power ups.
   - o The simplicity of the controls for racing (easy to understand/adapt to).
   - o The design of the track.
   - o The design of the menus.
   - o The character movement.

     (e.g., racing mechanics, track design, power-ups)

4. **Which aspects did you like the least or found frustrating?**
   - o None.

5. **Did you find the game intuitive and easy to understand?**
   - o **Yes**
   - o Somewhat
   - o No

     Please explain your answer:
     - • The game is very easy to understand. It uses the WASD control, which is a basic control that is very simple for anyone to adapt to. It's also an enjoyable game due to it being relaxing since the game does not require the player to think on how to win the game.

Controls and Mechanics

6. **How responsive did you find the controls?**
   - o **Very responsive**
   - o Somewhat responsive
   - o Not responsive

7. **Were the controls easy to learn and use?**
   - o **Yes**
   - o Somewhat
   - o No

8. **Did you encounter any issues with the steering, acceleration, or braking mechanics?**

   No, all the mechanics worked just fine.

9. **Do you have any suggestions for improving the controls or mechanics?**
   - It would be nice to be able to have power ups that can be saved and used only when the player desires to.

Graphics and Sound

10. **How would you rate the overall graphics of the game?**
    - **Excellent**
    - Good
    - Fair
    - Poor
11. **Did the visual style appeal to you?**

    Yes, it's very colorful and not overwhelming to look at.

Bugs and Technical Issues

19. **Did you encounter any bugs or crashes during your playtime?**

    There was no bugs or crashes that I noticed during the playtime.
20. **Did you experience any performance issues (e.g., lag, frame rate drops)?**

    There was no performance issue. The only thing I noticed was the frame rate changed in between the range of 280-350.