

Dice Hero

Playtest Report (Date: 2021.05.22 - 27)

GAM150S21KR

Spring, 2021

MuYaHo

Producer: Daehyeon Kim: Main

Technical Director: Junsu Jang: In-game

Lead Designer: Taeju Kwon: Support

Test Manager: Jihyeon Song: Support

Table of Contents

Table of Contents	1
Introduction	2
High Concept	2
Game Summary	2
Target Audience	2
Playtest Environment	2
Playtest Outline	3
First: Self Test	3
Second : First game distribution	3
Third : Second game distribution	3
Playtest Summary	4
What worked well?	4
What could be improved?	4
What difficulties did the player encounter?	4
Work Items	5
Major feedback	5
Bug feedback	5
Minor feedback	6

Introduction

Organize the test plan, result, coping for debugging, balancing, improving user convenience.

High Concept

Dice Hero is a turn-based strategy RPG game in which the player clears the stage by making the best choice in random situations, obtaining resources, and acquiring top items and skills.

Game Summary

Using the given dice, tokens, character characteristics and magic and making strategic choices, clearing stages, earning gold, and collecting materials. Extract collected materials to obtain essence and purchase higher equipment to increase player capabilities. Purchase gold and get skill points, raise the level and gain skills by over the level limit.

Target Audience

Classic RPG fans and players who more interested in strategy than control.

Playtest Environment

64-bit operating system

The Latest Visual Studio Redistribution Package

Playtest Outline

Our team conducted a total of 3 play tests.

- **First: Self Test**

- o We conducted a self-play test for debugging.
- o Producer (Daehyeon Kim) : Check to see if the effect of equipment and skills is applied.
Technical director (Junsu Jang) : Play the boss stages and check if the rewards are right.
Lead Designer(Taeju Kwon) : Play the basic stages and check if the rewards are right.
Test Manager(Jihyeon Song) : Check all the scenes and make sure the buttons are working.
- o Found some bugs and fixed them.
- o This is our QA note link :
https://docs.google.com/document/d/161aZHeY8iYrZ_Qukq0Z5I00I7tkckW1Ywwum7h52yYA/edit

- **Second : First game distribution (5/22 - 24)**

- o Objectives of the playtest: Correct via feedback (Mainly error)
- o Get feedback mainly on areas to be fixed or bugged.
- o Play up to Chapter 2 was recommended.

- **Third : Second game distribution (5/25 - 27)**

- o Objectives of the playtest: Improve the game with feedback. (Balancing, Visual)
- o We questioned the difficulties or dislikes of the play testers testing the game.

Playtest Summary

- **What worked well?**

Overall, lots of play testers gave high score on game play. We got positive responses to the concept and fun of the game. Despite the slow progress of the game during the test due to the high level of difficulty, the majority showed interest in the game. The testers also responded positively to growing characters through the item and skill system. And there was positive feedback that the overall UI of the main scene and the in-game scene was intuitive.

- **What difficulties did the player encounter?**

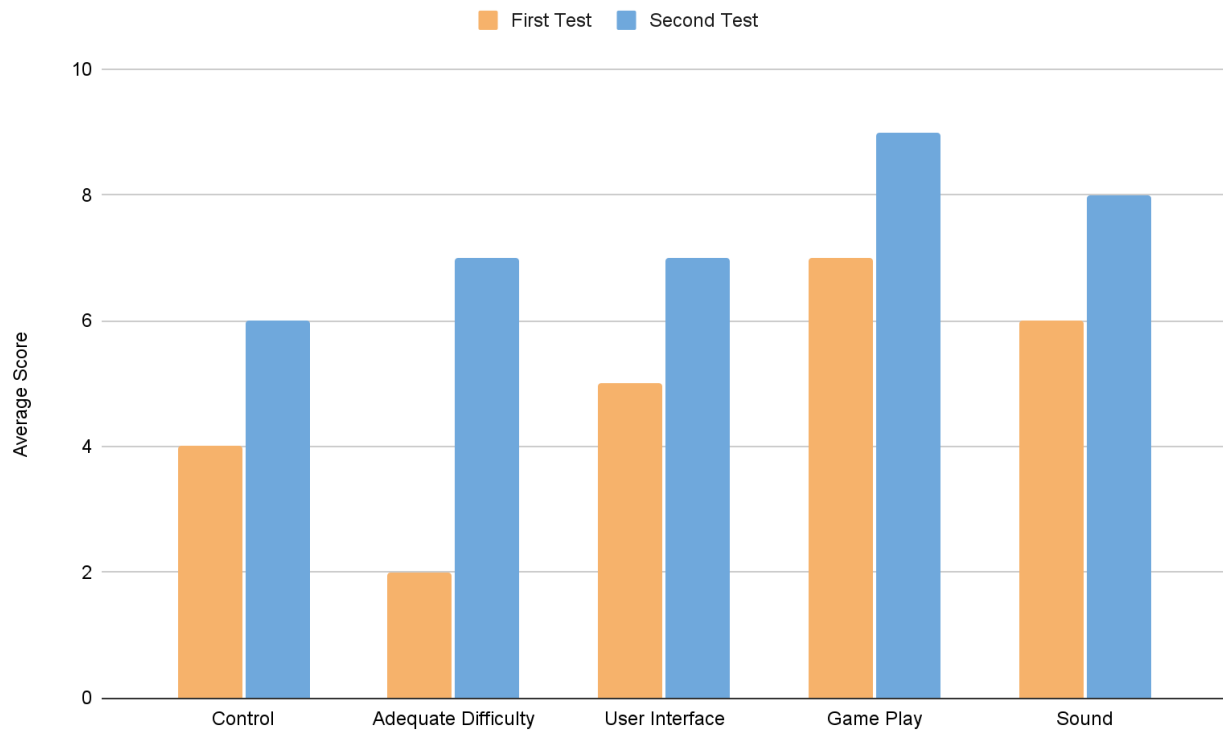
All testers had questions about how to play this game. It could have been easy because our team knew how to play the game during the self-test, but the testers who had never experienced it before were opposed to it. The testers had a hard time starting the game because there was no manual or tutorial even if it was an intuitive UI and fun game.

And the game was too difficult from the first stage of the first chapter. Therefore, it took a lot of time and effort to clear various stages in a short period of time for the testers. So there was a lot of feedback to lower the initial difficulty.

- **What could be improved?**

The first test taught a good lesson to add a guide to how to play and reduce the difficulty properly. So we added a tutorial to the first stage of the in-game. As a result, the second test received feedback that the game was much easier to start. And we did the valence again by referring to the feedback. So, the difficulty level was adjusted properly for the game. The early stages lowered the enemy's hp than before.

- For questions that are answered using a point scale, list the answers given by percentage.



Work Items

Major feedback

- ☐ **Feedback:** It's hard to get interested because the initial chapter is too difficult to make equipment and proceed with the quest.
 - ☐ **Junsu:** The first and second chapters greatly reduced monster health, making it easier for users to proceed in the beginning.
- ☐ **Feedback:** the Magics are too expensive at initial chapters
 - ☐ **Junsu:** Reducing the magics' price to fit the initial chapters.
- ☐ **Feedback:** More proper and quality assets are required.
 - ☐ **Taeju, Jihyeon:** Find and remake assets.
- ☐ **Feedback:** How to play in quest scenes.
 - ☐ **Junsu:** Add some tutorial level to explain the game.
- ☐ **Feedback:** The player can't know what character does what act.
 - ☐ **Daehyeon:** Add effect and sound to attack and die.
- ☐ **Feedback:** Character highlighting is weird and not emphasized.
 - ☐ **Jihyeon:** Delete old high-lighting and change to new high-lighting.
- ☐ **Feedback:** Can't classify the peddler and monster.
 - ☐ **Junsu:** Add proper image to peddler.

Bug feedback

- ☐ **Feedback:** If a player attacks a monster near a mage and an archer, there's a bug that doesn't attack.
 - ☐ **Daehyeon:** Fix bug - Make the characters can attack the monster which is very near the character.
- ☐ **Feedback:** At the reward scene, A player can't see the boss name.
 - ☐ **Junsu:** Fix bug - Make the boss quest get the boss name and end scene can draw it.
- ☐ **Feedback:** A player can't see the price of magic in a peddler, magic tower shop.
 - ☐ **Junsu:** Fix bug - Make the price of magic be shown.
- ☐ **Feedback:** Unable to save data to a file.
 - ☐ **Daehyeon:** Fix bug - Allows administrators to access them when they run.
- ☐ **Feedback:** Weird effect seen on top of the in-game store.
 - ☐ **Junsu:** Fix bug - Make The effect show when this shop is not open.
- ☐ **Feedback:** Character status is not initialized when a player completes one quest and proceeds to the next.
 - ☐ **Junsu:** Fix bug - Fix initialize function.
- ☐ **Feedback:** The token disappears and flies away with more than one token at a time.
 - ☐ **Junsu:** Fix bug - Restrict the area the token can move, and when holding two tokens they move to first position.

- ☐ **Feedback:** Game off when a player enters the setting in the play scene
 - ☐ **Daehyeon:** Fix bug - Setting scene image fix.
- ☐ **Feedback:** The application of first magic skills becomes twice.
 - ☐ **Daehyeon:** Fix bug - Fix the application of the first magic skill to one time.
- ☐ **Feedback:** The equipment is not saved.
 - ☐ **Junsu:** Fix bug - Fix the load system to read equipment data.
- ☐ **Feedback:** The button in the forge scene behind the purchase window is pressed.
 - ☐ **Daehyeon:** Fix bug - Fix the button that does not work when the purchase window is open.

Minor feedback

- ☐ **Feedback:** If a player gets a lot of magic, the magic is drawn up to the window and covers the board.
 - ☐ **Junsu:** Repositioning the magic, and restricting the maximum number of the magic.
- ☐ **Feedback:** At the stat scene, the equipment button is weird.
 - ☐ **Jihyeon:** Repositioning the buttons.
- ☐ **Feedback:** The information in the lower left corner of the quest scene is too empty.
 - ☐ **Junsu:** Add an image.
- ☐ **Feedback:** The splash scene is simple. The image is too big, and its resolution is bad.
 - ☐ **Junsu:** Draw the image as it was, and add a vanishing animation.
- ☐ **Feedback:** Cmd is better removed in release mode.
 - ☐ **Daehyeon:** Use Win main to delete cmd in release mode.
- ☐ **Feedback:** The project name is better changed.
 - ☐ **Daehyeon:** Making a new project that name is changed and moving the codes.
- ☐ **Feedback:** The window is a little cut off.
 - ☐ **Daehyeon:** Change window size to 1020.
- ☐ **Feedback:** Character status doesn't need to show all values after a point.
 - ☐ **Junsu:** Make character status show only 1 value after a point.
- ☐ **Feedback:** Material name is better to start with capital letter.
 - ☐ **Jihyeon:** Capitalize the first letter of the material's name.
- ☐ **Feedback:** It's hard to recognize because gold and the necessary essence come together when buying from Forge.
 - ☐ **Jihyeon:** Gold and the necessary essence were sorted out and adjusted to make it easier to see.