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The Ceiling Collapses & Everyone Dies

Functionality Testing Results and Player Feedback

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| Functionality | Results |
| Do the sounds for the main menu and gameplay work on cue? | We encountered no problems with this during the gameplay session. |
| Can the testers differentiate between the level enemies and objects? | I had no complaints about this. |
| Do the button inputs match the abilities? | I had no complaints about this. |
| Can the testers identify their players on the screen? | The players were able to clearly identify which character they were playing as. |
| Do the enemies react to seeing the players? | All the enemies reacted to seeing the players. |
| Do the enemies attack the players once seeing them? | All the enemies started attacking the player when they noticed them. |
| Do the players and/or enemies die once their health hits zero? | We encountered no problems, as every time somebody hit zero, they died. |
| Can the testers hear the sound effects and music fairly? | We encountered no problem with this during the playthrough. |
| Does the players’ health decrease when they are attacked? | We encountered no problem with this. |
| Does the enemies’ health decrease when they are attacked? | The enemies’ health decreased when they were attacked. |
| Tester’s Feedback | Results |
| Did you enjoy the playtest experience? | Student 1: Enjoyed the game because of the multiplayer aspect.  Student 2: Had a great time playing and enjoyed exploring how the abilities worked. |
| Were the instructions clear for you? | Student 1: Answered yes. Said the instructions were easy to follow.  Student 2: Told me yes. The instructions were made clear for him through the main menu. |
| Were the player’s ability descriptions clear? | Student 1: He answered yes for this question. Told me rhe UI explains the abilities clearly.  Student 2: Told me yes. The abilities were made clear for him. |
| Would you replay the game if you had a chance? | Student 1: Answered yes to the question. Explained that trying out multiple characters adds to the replay value.  Student 2: Told me yes. Explained that there were endless amounts of possibilities regarding the gameplay. |
| Were the enemies, including the Sorcerer overpowered? | Student 1: He felt the sorcerer was too underpowered compared to the main characters.  Student 2: Answered no. Explained that there was a fair balance between the enemies and players. |
| Were the main characters overpowered? | Student 1: Feels that the players are overpowered as they have unlimited revives and some Sorcerer abilities have difficulty hitting the player.  Student 2: The same answer as above. |
| Other Feedback | Results |
| Student 1 | For the sorcerer, it is unclear if his abilities are doing damage. Was forced to look at the UI to see damage. Should be a visual indicator of doing players receiving damage, like a red flash.  The Crushing Walls should be thinner, as they constantly suck the players in at its current state.  Liked the building phase but didn’t like how some objects couldn’t be placed in certain spots.    For the aquatic level, the Sorcerer’s building phase got skipped each time.  After player 1 selected a character, he was still able to navigate the main menu and even select the how to play button.  The Ceiling Collapse ability is too easy to dodge for the other players.  There should be cooldown on the Sorcerer’s abilities for at least a second. Sorcerer can constantly spam his abilities simultaneously.  For the Sorcerer attacking phase, the combat should be locked into one room. The players constantly used the portals to avoid and cancel the Sorcerer’s attacks, rendering him powerless. |
| Student 2 | Didn’t give a lot of other feedback compared to student 1. |