# Overview for Stakeholders

## UNWelcome

The user feedback confirmed these features are working as intended:

1. As a player, I want to be able to place demons and have them affect the neighbors and the world.
   1. Players are able to place demons and affect the enemies. The demons work as currently intended.
2. As a player I want to be able to move my camera around the world so I can focus on different areas of the map.
   1. Players are able to move around the map with the camera. Players have also understood this without it being explained to them.

The user feedback identified these particular features need iteration:

1. As a player I want a game that makes sense to me so that I can play it easily.
   1. Players are very confused while playing our game. Our conveyance needs to be improved. Neighbor behavior, neighbor paths, resource mechanics, enemy removal, and demon effects are all not clearly conveyed.

# Prioritized List of Issues and Action/Non-Action Decisions

## Sprint 1

## Proof of Concept Gameplay

Proving the fun of the intended experience

* We have identified that the conveyance of our game has failed to explain our game.
  + We need to focus on more dedicated tutorial levels, and significantly easier tutorial levels. - Priority 1
  + Our art assets are not clearly conveying the purpose behind each demon or the neighbors. The purpose of each mechanic needs to be more clearly conveyed through the art. - Priority 2
  + Players did not understand the next turn mechanic or the resource mechanic. We need to more clearly convey this to the player.
  + Players did not clearly understand the enemy’s path. This must be explained in a tutorial level.
  + Need to make demon functionality more clear - playtester did not find out how to display the range, icon was ambiguous as to functionality
  + Players did not understand environment. Obstacles/exits/witch/start need to be clearly conveyed in the art assets
  + The players have understood our camera controls. We are not planning on changing those.

## Sprint <#>

## Vertical Slice

<definition>

* We have identified that <this feature> has <this particular issue>.
  + <This is what we are going to do to deal with this issue.>
  + <This is what we are not going to do to deal with this issue.>

## Sprint <#>

## Alpha

<definition>

* We have identified that <this feature> has <this particular issue>.
  + <This is what we are going to do to deal with this issue.>
  + <This is what we are not going to do to deal with this issue.>

# Appendix A

## Kleenex Test Observational Data

|  |  |  |  |
| --- | --- | --- | --- |
| Time | Tester/ Game Action | Expressions | Tester Comments |
| 9 sec | Started level | hmmm | Creepy little boys (Neighbors) |
|  | Moving screen around | Slight smile | “That did work” – sliding screen |
| 33 sec |  |  | push neighbors to yellow tile - read text at top of screen |
| 1 m 10 | Placing a turret |  | “Found thru trial and error” |
|  | Tapped next turn |  |  |
|  | Maybe the pink |  | Where enemies go |
|  | Difficulty understanding colors |  | Talking to self about colors |
| 1m 50 | Experimenting with turret creation |  | Talking to self about things he can do |
| 2 m 10 | Placed turret, turret didn’t fire immediately | confused | “That’s strange, not sure why” (Dev note: this is a bug) |
|  | Enemies made it to witch |  |  |
| 3m 30 | Neighbors | confused | “Said push neighbors, but these are obviously voodoo dolls” |
| 4m | Placing and selling turret |  | “That’s weird” |
| 4m 30 | Experimenting with turrets | Slight frown | “That’s very strange, doesn’t make any sense to me” (turret firing bug) |
| 5m 10 | Trying to place turrets and use UI | Slight frown | “This is the strangest thing” |
| 5m 15 |  | Confused | “How’d I get up to 5 turns” |
| 5m 45 | Entered a new level |  | “Let’s try another level” |
| 6m 25 | Removing enemies | Furrowed brow | Did they deactivate? (in reference to turrets) |
|  | Removing enemies |  | (Dev note: did not realize enemies are giving health when removed. Also not realizing resource mechanic exists) |
| 7 m 10 |  |  | Seems to think he is running out of turns |
| 7m 30 | Placing more turrets, watching enemies |  | “Not sure what the goal is, or what I’m doing. There seems to be some timer mechanic that I’m not understanding.” |
| 7m 40 | Tapping next turn | Frown | “Some turns back for pushing them into yellow things” (Dev note: mistook health for turns) |
|  | Pushing next turn button |  | Seems aimless |
|  | Notes from ending conversation: |  | Even from the first level, it seems complex. Very daunting to the player. |
|  |  |  | Needs SIGNIFICANTLY easier levels to explain mechanics to the player. |
|  |  |  | Recommended using primitives to focus on the conveyance. Very confused about the neighbor voodoo dolls and demon icons |
|  |  |  | Feels like the game itself and the theme of the game don’t fit yet. |
|  |  |  | Get players to feel like they’re making some kind of headway |
|  |  |  | The game is too hard |
|  |  |  | Art isn’t syncing up with the game and the mechanics - demon icons and neighbor icons. |
|  |  |  | Use level 1 as level 4. (Use this thinking as a baseline for creating tutorial levels) |
|  |  |  | Not intuitive to be able to place on the neighbor’s path or to be able to view turret indicators |
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# Appendix B

## Stakeholders Feedback Notes

We still need to improve conveyance. Very disappointed that we were not able to improve conveyance even though that was a very serious concern in our previous meeting.