# 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 2

## Vertical Slice

<definition>

* We have identified that some art aspects are not conveying the way we were intending, specifically the cauldron
  + We are cutting the cauldron, and replacing interior exit tiles with a chimney, or with a smaller portal on top of the tile
  + We will be sticking with brownish hues across all obstacles in the levels
  + Players clearly understand the chimney as an exit.
* We have identified that the tutorial needs work
  + We will be implementing a 2nd tutorial which explains the 2 remaining mechanics (spring and pull) more explicitly
  + We will be refining the text in the current tutorial level to clarify some points of confusion made by our tester
* We have identified that some exit animations may contradict with the peaceful theme of our game
  + We will specifically change the window animation to show neighbors walking away.

## 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 |
|  |  |  |  |
|  | Kleenex test 10/23 |  | Squirrel testing |
| 0 | Stream of conciousness |  |  |
| 15 | wave 0 of 2 |  |  |
| 20 | reading tutorial | interested in the game concept | “Seems like a social tongue in cheek kind of defense game” |
| 25 | got the idea pretty quick off the first line |  |  |
| 30 | has 25 ‘something’ |  | try introducing things (UI elements) when they are explained |
| 1 10 | reading tutorial |  | though, otherwise |
| 2 0 | bad art confused |  | did njot understand black art as obstacles |
| 2 30 | targeting reticle |  | Bug: targeting information did not appear |
| 3 0 | typos on tutorial |  |  |
| 3 10 | im down to 22 energy | trying to understand this UI element |  |
| 3 30 | energy bar arrow is the same as the arrow button |  | confused the player due to the conveyance. make the arrows more clearly different |
| 3 50 | next turn functionality |  | understood turn functionality |
| 4 15 | did not understand neighbor entering then stopping |  |  |
| 4 35 | main path tut. |  |  |
| 4 55 | range indicator tutorial |  | understood the range indicators. understood the range. soon as the demon is placed, explain it’s range and that you canc lick on it to see stuff. |
| 5 45 | tap on demon to cancel it |  |  |
| 6 0 | next level |  | tablet keeps fading itself out, change that |
| 6 50 | i guess i can put people into any exit to kill them |  |  |
| 7 15 | i assumeother demons work, just habent been taught yet |  |  |
| 7 30 | did what i expected, but i couldnt put it in to words how much they will act |  |  |
| 7 45 | did not understand cooldown system |  |  |
| 8 0 | selling functionality is not understood as returning energy | confused |  |
| 8 20 | pull demon - placed many right next to the path |  | did not understand how it functions. range indicator did not make sense. probably because it was placed in such a way that he could not see the chevrons |
| 9 05 | the guy got hearts |  | im totally confused |
| 9 25 | maybe the furniture is solid |  | maybe i can only push and pull on that path? did not understand that he could push off the path even though it was in tutorial |
| 9 55 | puls didn’t pull anyone |  | can’t come off, and/or furniture is solid. |
| 10 30 | try push |  | became unable to interact with |
| 11 | suggestion: reset the level |  | he wants a way to easily restart the level |
| 11 30 | i don’t exactly know the difference between a push and a spring demon |  | maybe spring pushes harder? |
| 12 | it looked like the first guy was affected |  | thought the cooldown bar was a health bar, eventually mentioned cooldown. maybe a cooldown? |
| 12 30 | keeps trying to sell demons |  | the demons stop acting so he sells them |
| 13 | doesn’t understand what to do | confused | poor level design, did not convey that enemies can be moved off the path very well |
| 13 40 | he can go off the path |  | need to explain this much earlier, in a visual/experiential way |
| 14 05 | not connecting that combos are possible |  | did not realize that he can combine turrets |
| 14 50 | tutorial did not correctly explain placement functionality |  |  |
| 15 15 | spring demon has half ‘health’ |  | thought the moving arrow was showing that the demon can be activating, maybe make the direciion arrow transparent when it can’t fire |
| 16 10 | pull dmeon |  | no graphical indicator of pull demon’s range |
| 16 30 | pull dmeon |  | why did it not pull to the demon’s square? why did it stop in front of the demon? makes me feel like I’m solid. |
| 17:10 | Restarted level | More excited as he understands more functionality | New assumption, can place anywhere but on the path |
| 17 15 | started trying to combo |  | not connect different directions for demons |
| 18 | if i place a demon and say no rotation |  | the demon should go away if i hit the ‘x’ not sure what the ‘x’ means |
| 19 15 | still don’t know how to make him go anywhere interesting |  | hasn’t understood spring demon, needs to be explained more clearly and earlier |
| 19 40 | spring |  | feels like a weaker push |
| 20 | don’t understand springs |  | understood cooldown |
| 20 15 | relying heavily on the thing he was taught |  | more info that more tutorials are needed |
| 20 40 | trying to click for range |  | Dev note: could possibly move rotate and sell onto the sidebar |
| 21 15 | doesn’t understand what health is cause no one has gotten to me |  | even though neighbor’s made it to him and was explained in the tutorial |
| 21 40 | maybe the pull demon is a paralyze |  | Dev note: cool idea, not actually what it does lol |
| 22 | not obvious how to solve but obvious how it works |  | still doesn’t understand health. info in tutorial needs more clear pop ups to explain it |
| 22 25 | did that demon die? | confused | or is he just faded out |
| 22 40 | i get hearts when i eject them |  |  |
| 23 | still doesn’t understand hearts particle |  | attraction demon conveyaance is bad. she needs to be sultry or something to communicate the attraction |
| 23 30 | range indicators |  | range indicator persisting Dev note: this is a bug. need to fix this |
| 24 | infinite loop |  | push demon down on first path in level 4 |
| 25 15 | spring demon looks like a robot |  |  |
| 25 30 | replace the direction arrow with custom icons for each individual demon |  |  |
| 26 25 | did not read table as furniture |  | couldn’t place on cauldron. make the cauldron yellow should help |
|  | try to avoid the ‘classroom then test idea’ |  | teach the push demon |
|  | too many dudes, feels like a tower defense not a puzzle |  |  |
|  | yellow tile exits have a full tile of space as the ‘exit’, the cauldron itself is the exit. |  | this was confusing. Dev note: we can just add the cauldron to the side as the exit. |
|  | change cooldown indicator to be actual numbers or something |  |  |
|  | movement trumps color in conveyance |  | lizard brain over monkey brain |
|  | explain costs and sell on the button; needs to be shown |  |  |
|  | focus on more brown for obstacles and furniture |  |  |
|  | sound wasn’t there, each thing needs audio |  |  |
|  | yellow is exit, motion draws eye |  |  |
|  | don’t like the cauldron, remove it |  |  |
|  | pit or laundry chute |  |  |
|  | think about designing encounters |  | teach through encounters, encourage cool stuff |
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# Appendix B

## Stakeholders Feedback Notes

Kleenex Testing 10/16: 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.

Kleenex Testing 10/23: Conveyance still needs work, but is way better. Tutorial needs some refinement, some typos and proof-reading for clarity is important. Clarity in wave behavior would be good. Exit animation for window makes it look like they’re dying.