Notes for playtesting

Jesse Scoble

enjoyable overall, feels as though there should be a way to decrease the groan meter, the only way decrease the groan meter to let it fill. Want to be able to approach the enemies with an empty groan meter. He likes how when the enemy was tracking you there was a barrier in the way, so you didn’t instantly lose. Thought that there should be more that the player can do to interact with the environment.

As soon as he started the camera flipped him upside down which is a thing we need to fix, along with looking through walls behind you. Also limit rotation of the camera so you can’t flip the camera upside down.  
  
enjoyed the concept of playing the zombie and trying to avoid the humans

Dave Mark

Interesting walking, walking is very mesmerizing. Need to light up the buildings a little. Seems to have gotten lost a little in the level. Got stuck due to a bug,

Think about what happens when the enemy catches you, do they rip you to shreds? Light you on fire? You are a zombie in the apocalypse that just got caught by humans.

Concept make him chuckle, we need to examine the concept of the rest of the game and take all things into consideration.

Collider on fence during fourth street is missing.  
  
What did you enjoy about the zombies movement?5 responses

The animation was neat.

it looked very death like, much like a zombie should walk.

I enjoyed the originality of crawling being faster than walking

Not much it felt weird I liked crawing more than walking but they were both feel a little off

It was lurchy, like a zombie's movement would be

Is there anything you would like changed about it?5 responses

It is so damn floaty, like holy cow. Going up stairs and I felt like I was gliding rather than shambling or even walking. Every time I stopped moving or moved backward, the zombie would flip to looking forward, which caused a bit of movement, and that was irritating.

It' still very floaty and it's a little hard to get up things like the stairs and the movement to look around is very sensitive. Almost quite a bit too sensitive.

The backwards animations

I'm not sure perhaps move the camera behind you when your crawling, also try to amke the controls more precise so stairs are easier and fix clipping through the world

Nah, it was fine

Was there anything that you think should be changed about the camera?5 responses

WAYYYYYYYYYY too sensitive.

As I said above the camera movement is much too sensitive, and i feel like it should be slowed down a it.

A little twitchy on the camera.

Yes it should move to center the player, or be first person even

The camera didn't control the best. Linking the camera to the mouse is a good idea, but the main problem comes with the sensitivity of the camera.

What did you enjoy about the level?5 responses

I could crawl under some boards.

it was well designed and th light schemes worked pretty well. Some things were a little hard to see, so mayb a little more light and or direction to where you are supposed to go would help

I enjoyed the availability to get lost.

It looked cool mechanics were cool but felt buggy

It seemed pretty well developed. Seemed a little dark, though

If there was a least favorite part of our game, what was it and why?5 responses

Moving was horrid, and going up stairs was nigh impossible.

the sairs because you could really not get up them at all

Despite being able to get lost, the level is mostly linear, which I'm not sure if you wanted.

I felt taken out of the game by the third person camera

The camera, see above.

Any other comments or concerns?4 responses

Tuning for feel will be super important to the movement.

Get a louder Brains line, maybe a deeper voice or a less accented S.

Get gud scrubs /s, just keep fixing the bugs and refining the game play you got dis.

Nah, fam. U gud

The zombie moved pretty well. Crawling was fun.

The NPC player detection was unreliable, and the groan meter went out of control, increasing even when I wasn’t crawling.

Camera was mostly ok.

AI tracking feels bad. Right now, it doesn’t work.

The graveyard was awesome, especially crawling underneath the planks. The secret passage behind the stairs was also cool, but would have been cooler with a back door into the graveyard.

Trying to navigate the stairs felt very frustrating.

I loved the graveyard but had a hard time finding the mound that was my goal. A clearer designation of player goals would be useful (and the main function of narrative design, such as tooltips or quest text or various kinds of environmental wayfinding).

@iadavemark