Tower Defense Game Play Test  
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Introduction

This document presents the results and analysis of a playtest conducted for a new tower defense game from RWM. The aim of the playtest was to gather insights on the game's overall appeal, gameplay mechanics, user interface, and difficulty level. The feedback collected from this playtest is instrumental in refining the game to better suit player expectations and enhance the overall gaming experience.

Explaining the Test

The playtest involved only two participants. Each was asked to engage with the game and then provide feedback based on a set of eight specific questions. These questions were designed to cover various aspects of the game, from general gameplay to specific features like the tutorial and art style. The questions were as follows:

* How would you rate the tower defense game overall?
* What was the best part of gameplay?
* What was the worst part of gameplay?
* Is the player input intuitive?
* How enjoyable you were feeling about the GIF tutorial?
* How satisfying with the wave system?
* How hard do you think it is to beat this infinite tower defense game?
* Any comments on arts matching with the theme?

How Playtest was Run

The playtest was conducted in a controlled environment, with each participant playing the game individually. They were provided with a RTX 4090 powerful gaming PC setup and necessary peripherals. After playing, each participant was asked to respond to the eight questions, providing both ratings and qualitative feedback.

General Feedback

Participant 1

* Rated the game 8/10.
* Enjoyed the strategic element of tower placement.
* Felt the pacing in the early levels was too fast.
* Found the player input to be very intuitive.
* Liked the GIF tutorial, found it helpful and engaging.
* Satisfied with the wave system, appreciating its escalating challenge.
* Thought the game was challenging but not excessively hard.
* Liked the art style, and felt it matched the game's theme well.

Participant 2

* Rated the game 7/10.
* Liked the variety of towers and upgrades.
* Found quick moving enemy type frustrating to deal with.
* Had some difficulty with understanding upgrading controls.
* The GIF tutorial was easy to read, and players can choose whichever tutorial to review.
* Was moderately satisfied with the wave system but suggested to be less challenging at first several waves.
* Felt the game was quite hard to beat.
* Enjoyed the art.

Individual Result

The individual responses indicated a generally positive reception of the game, with an average rating of 7.5/10. The strategic depth and variety in gameplay were praised, while pacing and some gameplay elements received constructive criticism. The intuitiveness of player input was mostly positive, but one participant indicated room for improvement. The tutorial and wave system were well received, with minor suggestions for enhancements. The art style was appreciated for its thematic consistency as well.

Changes Made After Getting Feedback

Based on the feedback, the following changes were implemented:

* Adjusted the pacing of early levels to be more engaging.
* Refined quick move enemy type to move a bit slower.
* Improved clarity and responsiveness of player controls.
* Made minor adjustments to the wave system for a more balanced challenge.

Conclusion

The playtest was invaluable in gaining insights into player experiences and preferences. The feedback has led to significant improvements in the game, particularly in gameplay pacing, control intuitiveness, and visual appeal. These changes are expected to enhance the overall player experience, making the game more enjoyable and engaging. The game is now better positioned for a broader release, where it can reach a wider audience and provide an entertaining and challenging tower defense experience.