Testing Feedback

I sat down with a few family and friends and playtested a beta version of our game with varying results.

**Summary of the Feedback -**

**Pros:**

- Pacing/ timing

- Mechanics were easy to pick up and play

**Cons:**

- Game didn’t explain itself very straightforwardly.

- AI to predictable

Overall people seemed to enjoy the game despite its randomness and some predictability. Having received feedback I went back to the team where we discussed ideas and concepts to improve the overall gameplay experience.

**Changes:**

* Changed up the way the enemies traverse the map, to have the sense of unpredictability and challenge each play through
* Added brief instructions on how to approach and play the game.
* Expanded the map to offer new levels of challenge when continually pushing forward.

**Feedback post changes -**

**Pros:**

- Game felt challenging but achievable

- Continuous player focus and engagement

**Cons:**

- AI felt never ending

- Randomness and luck based (didn’t bother all participants)

**Feedback Analysis**

Having had the game tested twice, first by friends and peers and secondly by an experienced game developer, we took into account the various feedback and ideas from the community to strengthen the overall look and feel of our game, Excalibronze.

A heavy emphasis on direction and focus was clearly apparent from the feedback that we had received. There was an astounding call out to instructions on the flow and overall objective of what the game was outputting. People found it difficult to understand where and what they needed to do and this left people a little frustrated and bored at the same time.

We took this into account quite heavily as this can make or break the overarching appeal to one's game. We added helpful prompts to aid the player and expanded the way the game flowed to give more sense of direction and fluidity when actually playing.

Something that not only stood out to us, but to the testers was the overall balance and polish of the game. Though it was in its early stages when tested it had an alarming amount of bugs that were in itself, holding the game back and at times unplayable.

Weapons and magic in the game felt extremely unbalanced, and needed to be tweaked to improve gameplay. Thankfully the structure has withstood and many of the game breaking bugs have been cleared out.

The positives that we can take from the feedback and the end product is, that it has gone through countless interactions and seen major improvements that benefit the way the player can interact with the game. Starting from scratch, to what we currently have is a testament to the hard work that went into designing a game for the player in mind