Asteroid Defense

I sent out my game to my roommate who is an average video game player. The feedback I got fell into these categories: Graphics, Mechanics, Idea, and Overall Impression of the prototype. The playtester played the game for 2, 5-minute sessions. The playtester had no further information about the game, its mechanics, or controls.

Mechanics: The playtester thought that the movement was a little slow for the opening level. On the other hand, they thought that that bullet speed was just right. The tester also commented on the controls being easy to figure out.(A-Left, D-Right, and SPACEBAR-shoot)

Graphics: The playtester commented on the graphics being fitting for the type of game it was. They specifically commented on the star particle-system I had created and said it contributed to their immersion in the game. On the other hand, they thought that the asteroids were a bit repetitive because they all looked the same. While I do have other assets for the asteroids, I have not yet implemented them into this iteration of the game.

Idea: This playtester had thought the idea was cool to put more modern graphics over an older-genre type of game.

Overall Impression: "The game is fun for where it's at in development. I think that there are a lot of ways you could go with this game to add more difficult sections or create an end goal."