Comp 306 transcription

Thank you for taking the time to playtest Wasteland Wheeler. Please keep in mind that we are testing the game and not you. Be honest as that will be the most helpful.

As you play through the game, please be as open as you can about your thought process. If you can speak out loud about what you're thinking, it will really help us to understand how people are experiencing the game.

Also, please feel free to ask any questions at any time. If you've got a question, there's a good chance that a lot of other players will as well.

Could you tell us about your gaming habits

* Tell me about some of the games you play

More RPGs or survival Sims Like Oxygen not included

* What do you like most about these games?

I get the humble monthly musician I also buy some indie games and some big Title Games as well

* What was the last game you purchased?

Last game I purchased was Borderlands 3.In terms of Indie Games it was Goose game

Discussion for after the testing

* What was the thing that you enjoyed the least?

I’d like the controls to be more like geometry sticks. Also upgrades were a little confusing

* What was your favorite moment or aspect?

I liked it when the boss through the car. Also gliding around the levels was fun

* If you could add or take away any part of the game what would it be?

I'd like a low health indicator, a break before respawning, and to maybe slow down the game

* How would you feel about having a dash in the game?

Like a Speed Dash? That would suck

* Did you feel like the game was fair?

It needs to be a bit more challenging. it would be great if the enemies could increase their speed as levels got harder

* Did you find any part of the game confusing or didn't understand?

Again I didn't really understand the upgrades. It would be great if there was a timer on the upgrades and again the low Health indicator

* How would you describe this game to your friends and family?

To my friends I call it a bullet hell shooter

* Was there anything you want to do but couldn't?
* Do you think that the theme of the game is accurately portrayed?

Was it apocalyptic bike riding? yeah for the most part

* How did you feel about the pace of the game?

Could be slowed down a bit

* How do you feel about the controls of the game?

A little janky. I am used to a controller or joystick

* Would you like controller support?

Yes

* Did the game become boring or repetitive? If so how long did that take?

I didn't play it long enough for it to feel boring but I could see it becoming boring after a while

Please rate the following on a scale from 1 (worst) to 5 (best):

1. The fairness of the game. 4
2. The amount of fun you had playing the game. 4
3. The user interface of the game. 3
4. The pace of the game. 4
5. The movement and control system. 3