

Prototype 1: Play Test Guide

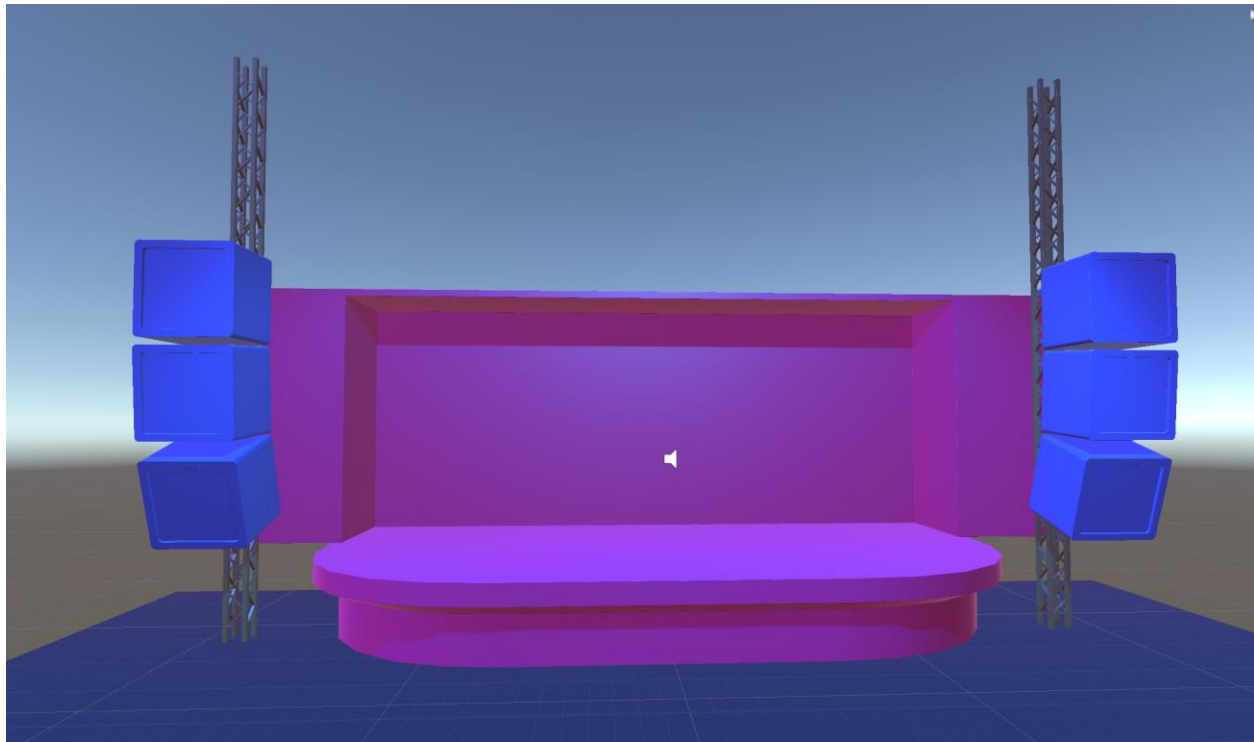
Hypothesis & Overview

Yo! First off thank you to whoever is playing this. Or sorry depending on how your play testing goes. For this playtest, I'd like you to focus on a few components outside of combat ready gameplay as that isn't a focus for this prototype.

Prototype 1 puts you in the role of a guitarist competing in a battle of the bands. The game is a first-person experience that uses standard controls such as WASD movement and mouse controls for camera. Additionally, you will find the ability to jump using the spacebar and running holding left shift down. Please note there is a bug where if you are up against an object and hold down the directional button, you will stay stuck until you move away.

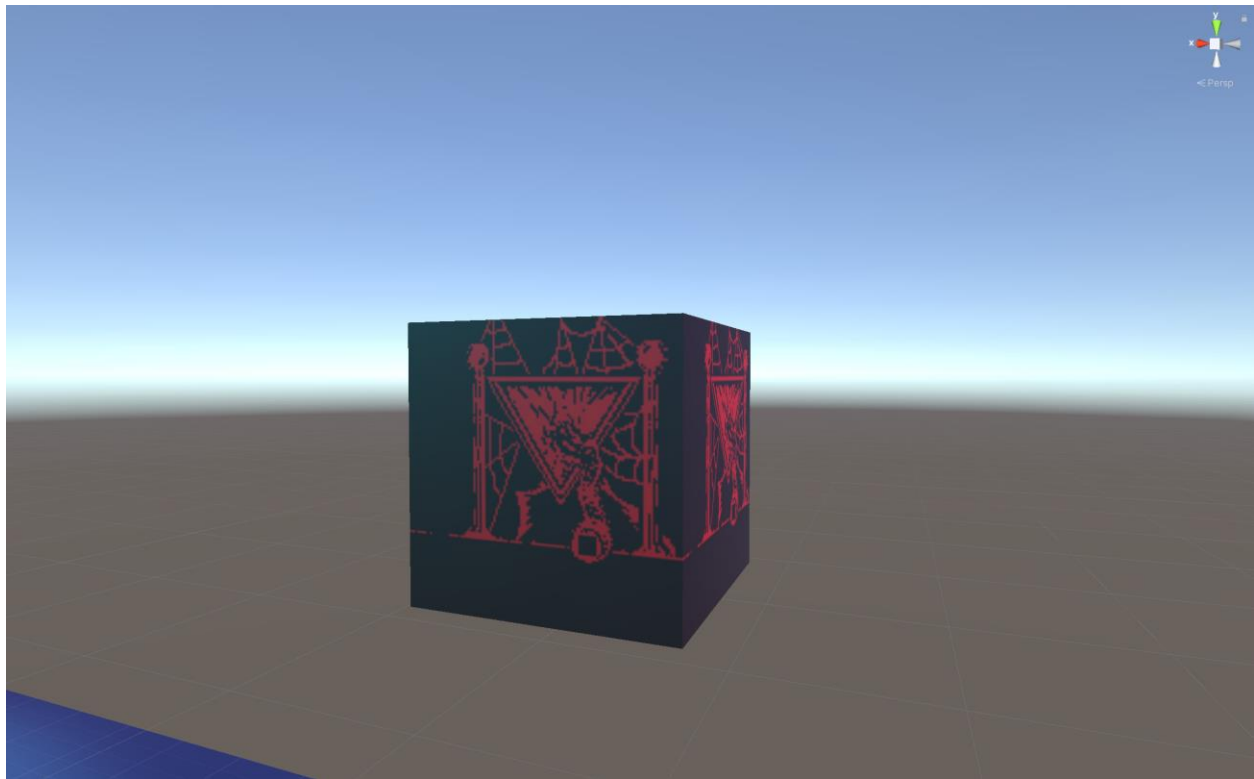
My goal is to simulate the chaotic nature of being at a live concert through all available elements such as loud music, bright colors, and frantic gameplay. Additionally, by adding in certain interactable physic areas, players will be tossed around like the ball inside a pinball machine. Enemies in this game would be other players with a 3 vs 3 team-based design around gameplay. Players would score points or win by using melee combat to knock an opponent back into their own stage (think of it like scoring a goal in soccer, except the players are also the ball).

Before I outline the questions, I'll give you a run down on the individual in-game elements.



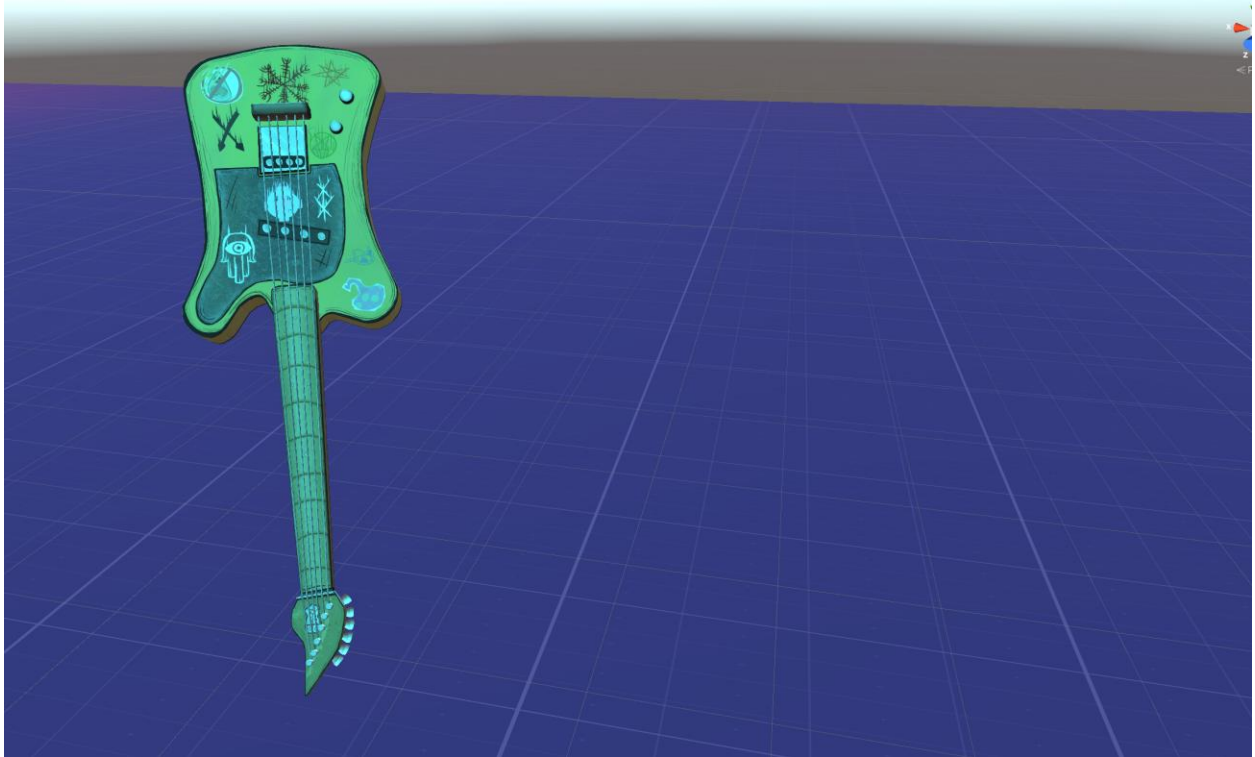
Stages/Spawns

The stages can be interacted with by jumping on them. If you jump in front of the speakers, your character will be boosted towards the center of the scene.



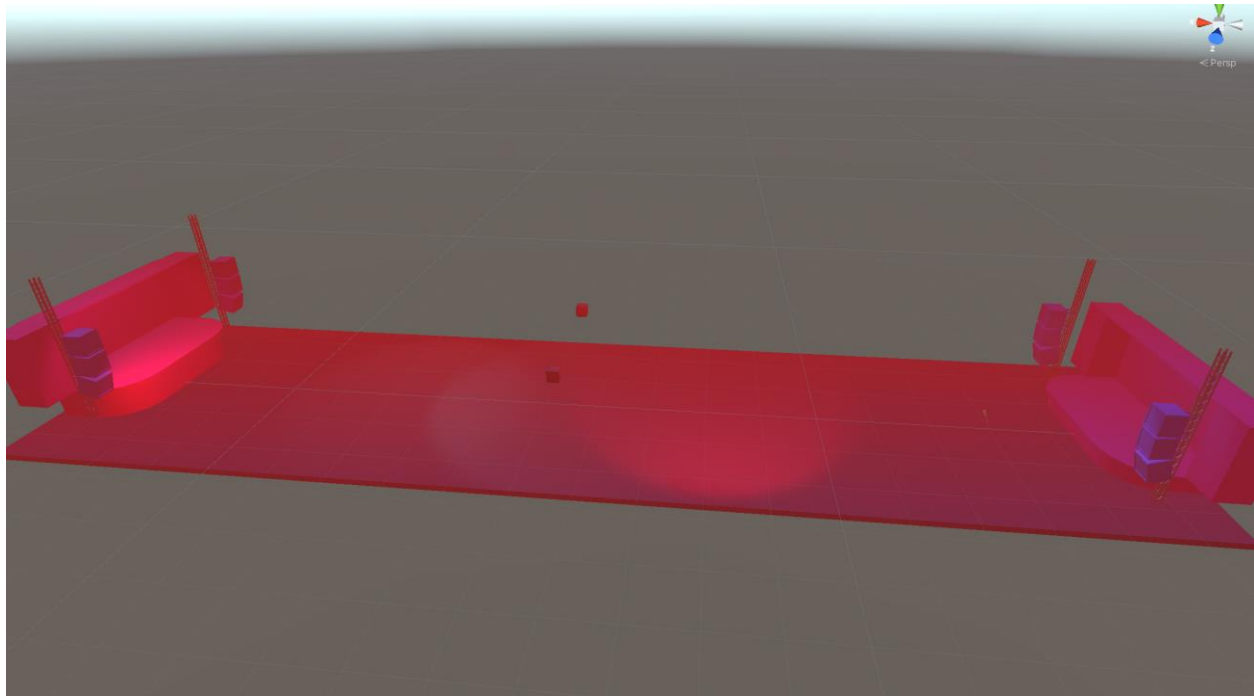
Gravity Blocks

These blocks possess a magnetic quality that will alter your character's position if you get close.



Guitar

Mostly decorative at this point, it does show up a bit in your character's view window. I'm only mentioning it here so you don't waste time thinking it does anything useful.



The Arena

There are invisible walls surrounding the course that **should** prevent you from getting out of bounds. Outside of that, feel free to run around and try whatever you like inside here.

Questions

Question 1

On a scale of 1-10, 1 being too slow, 10 being too fast, and 5 being just right, how to do you feel the current speed of the character is?

Question 2

How do the gravity blocks feel to the flow of your movement?

Question 3

How do the speaker launchers feel to the flow of your movement?

Question 4

How do you feel about the dimensions of the play field?

Question 5

How does the music balance sound to you as you move back and fourth?

Question 6

How does the fog and lighting in it's current limited form feel with the scene? (Ignoring the skybox as best you can)

Question 7

What, if anything, you feel could add to a smoother feeling of movement?

Question 8

How does the visual distortion of the camera (the higher contrast and scanlines) feel with the scene?

Question 9

How does the FOV feel?

Question 10

Understanding that all pieces are currently in prototype form, how cohesive do all the elements of the scene feel?