**TEAM 9 | NAZO**

**Playtest Result Summary**Our group learned a lot about our game from the play testers last Wednesday. With their help we were able to gather data on where to make improvements, along with the discovery of a few bugs such as the beetle waves not always spawning, our NPC having a strange collision behavior that could send it flying when the player ran into it, and a glitch with a watering can that would automatically plant a seed when used on tilled soil. Apart from that, the crops were able to grow to full maturity and be harvested without problems, the beetles did chase after the player as planned, and the players navigated the tutorial without any issues. Players also had a few suggestions as well, such as having the market screen automatically close when walking away from the merchant, adding melee weapons, and adding crosshairs to be able to aim more easily.   
  
**Survey Results**  
“**I had fun playing the game.**” 6 out of the 8 play testers had fun playing our game despite some of its bugs. “**The tutorial was easy to understand.**” The tutorial was interesting according to 6 out of 8 players but could be more concise. Some players thought it was long and wanted the game controls listed out before the tutorial. “**The battle system was fun.**” 4 out of 8 players found it fun and thought it was cool that the beetles chased after the main character. “**It was easy to aim at the beetles.**” 4 out of 8 players also thought that the aiming needed to be fixed because it was hard to see where the main character was shooting and hard to judge if they were going to hit the beetle. The following parts of the game were not experienced much by the players due to bugs so we will fix them to make sure they are functioning properly. “**The beetle waves were challenging to beat.**” 4 out of 8 players did not get to experience the wave system. “**Money was gained at a fair rate.**” 8 out of 8 players did not get to experience the shop/currency system. “**The strength of the fence is balanced.**” 7 out of 7 players did not get to test the functionality of the fences. “**The firing and reload rate was efficient.**” 2 out of 6 players felt that a few of the character animations, such as the tilling animation, needed to be sped up. “**The shop is easy to use.**” 2 out of 6 players felt they did not know how to use the shop so we will clear up that game function.  
  
**Iteration Plans | Reaction**  
Our plans for the future of our game and for future iterations is to take in all the comments and criticism from the playtesting and the surveys to make improvements. One of the major bugs found was that the beetle waves were not spawning. Fighting beetles is a huge part of our game, so we will fix the spawning waves to be fully functional. The watering can bug should also be fixed to improve farming. Another fix that will be coming to the game involves reworking the tutorial. The play testers navigated the tutorial well, but we will edit it for ease of use. The tutorial will also have the list of controls at the start of the game to help players understand the mechanics better. Crosshairs will also be added to help the player see what they are aiming at. The collision box bug with the NPC is currently being fixed so players can no longer accidentally send our poor shopkeeper flying. We also hope to simplify the game controls a bit by changing our UI to use a hot bar. The players will then be able to change what is in their hot bar by selecting it in the inventory, so they don’t have to scroll through different menus to find the tool they are looking for.