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CMSI 3752

Dec. 3. 2023

Final Project Playtest

Playtest #1: Ashton

Had difficulty in the beginning avoiding enemies. Might need to adjust the following speed as they are hard to avoid after locking onto the player. Thought that the game was a good start and was excited to see the final outcome.

Playtest #2: Matt

Obtained an artifact and escaped with ease. The location that the artifact spawns can greatly determine how well a player does. Might need to add more variety of locations. Also need to make it obvious that the shop after winning means you have won. Feels like a presentation with the jumping between scenes, and not as fluid as a game should be.

Playtest #3: Lucas

Liked the simplicity of the UI and found the game to have good visuals. Was able to obtain an artifact and escape successfully.

Playtest #4: Tim

Explored the cave area for a long time and was curious about the different collectables. Specifically the ashes are just a gray cylinder and he wasn’t sure what it was and if he could pick it up. Will need to make it obvious what items you can pick up and what is just part of the map. Tim also assumed that there was a way to eventually kill the enemies. Need to make it clear to the player that the enemies are not meant to be defeated, just avoided.