

Games Development – Testing Document

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Overview

Participants were given 15 minutes to play through the tutorial, and game, before being interviewed for feedback upon their experience. All participants have given consent for their answers and names to be shared in this document. All participants also all reported having a high level of experience with video games.

Participant 1 - Stewart

After playing through the game, Stewart reported that the game was enjoyable and experienced no bugs while playing. They played through the tutorial, and game twice.

They stated that the random generation of rooms was a good feature for them, and that they could see themselves replaying the game as it would be different every time. They felt that the flow of the game was solid, with no serious breaks in immersion anywhere.

When asked on improvements that could be made to the game, they said that more unique textures could have been used for the rooms, like stone for the walls and wood for the floors, to help give more polish to the game, as well as seeing some enemy variety would add onto the already present replay-ability factor.

Participant 2 - Clark

At the end of Clark's playthrough, they reported an enjoyable experience, with no bugs found. They played through the tutorial, and game twice.

They said that their favourite elements were the random room generation, the variety of rooms, and the enemy mechanics.

The said that to improve the game, they would have liked to see more difficulty in the enemies, as the game lacks serious challenge for more experienced players, as well as the special attack didn't fit the theme of the game too well, and took away from their immersion. They added that the addition of other "paths" such as going up or down a level in the rooms, giving a more maze like feel to the game, would build upon the replay value.

Participant 3 - Aimee

After Aimee's play session, they reported a positive experience with the game, once again experiencing no bugs. They played through the tutorial, and game once.

They found their favourite elements were the room varieties, character designs, and level flybys.

To improve the game, Aimee suggested more kinds of enemies in order to avoid monotony, as well as additional sound effects and music to add to the experience, textures for more of the environments, and more traps in different rooms to keep rooms interesting. They also found the special attack to be out of place, and take away from their experience.

Conclusion

Overall, the key parts of the game, such as the room generation, were received positively, with nothing such as bugs detracting majorly from players experiences.

The majority of input from players was to continue to build upon the replay-ability of the game in a variety of ways.