

## DIGR - Alpha Testing Results - 5/14/2018

Our alpha test was conducted both directly with testers as well as using semi-anonymous survey that allowed testers to enter their test findings without revealing their identity. With this arrangement we were able to get honest answers and de-personalize any testing results that came back to us. I believe this helped us get some honest answers and some good information.

Here are the results as returned from our survey:

**Tester Pool Makeup:** 57.1% Gamers - 28.6% Game Developers - 14.3% Game Designers.  
**Enjoyment Factor:** 71.4% enjoyed the game, 14.3% said it got repetitive, and 14.3% did not enjoy playing the game. Of the 14 testers, 9 testers gave it an “enjoyability score” of over 5, which is the halfway mark in the scale.

Overall players enjoyed the artwork, the style of the game and the play flow. Many responses said that they liked the simple controls and the simple interface. Testers also really enjoyed the audio and felt that it helped the game greatly. Every tester liked the guide feature except for one - which stated that it should be transferred to the mini-map.

Others added that the shooting and drilling effects, though immersive, were too large and cluttered the screen. They said at certain moments it was easy to lose track of what was happening. Another complaint was that the levels were empty looking and need some extra details brought within the player visibility. Overall the most common complaint was that the enemies were too hard to kill before they hit the player - which made the player often feel weak.

Suggested improvements were to add more abilities, and more “stuff” such as health packs. A good suggestion was to change the alien color from red so that it does not appear to be blood. Many testers asked to add more information about the story and what is actually occurring in the game for clarity to the player.

Bugs reported are as follows:

1. Destroyed monsters still have colliders for a few seconds after they die - the player can be obstructed by these colliders.
2. Some rocks glitched here and there.
3. The enemies did not seem to die (health too high)
4. The game stutters when shooting at close range (or appears to stutter - it may be an illusion from the flashing)
5. You cannot shoot through blood clouds