

Feedback from the Stakeholders

As I did with 'Tank Trouble' I took to conferring with my stakeholders. I asked mainly the same seven questions I asked for the aforementioned 'Tank Trouble':

1. **"What are your opinions on the colour scheme of the game?"**
2. **"How long would you play this game for in one sitting?"**
3. **"What are your thoughts on the game controls?"**
4. **"If this game had a multiplayer feature, would you rather play with others or stick to the single player levelled mode?"** This question has been adapted to accommodate for the lack of a multiplayer feature in 'Tiny Tanks'. It aims to gauge the attraction to the game in a multiplayer setting based on its game-play features.
5. **"What do you think of the game design?"**
6. **"Do the various menu screens communicate to you easily what you must do in order to progress?"**
7. **"What additions would you make to this game?"**

1. "The colours are vibrant which I like although they should let you choose your tank colour."
2. "Half an hour."
3. "I like the fact that you can use WASD as well as the arrow keys. I also like the fact that there is a settings button which allows you to see the controls."
4. "Multiplayer as it can get boring playing on your own after a while."
5. "I like the bullet design. I also like the fact that there aren't as many barriers so your shots are not blocked. I do not like the design of the surrounding barrier."
6. "If you play games often, the menu layout would be very familiar as the icons are very conventional. If you don't play games as often however, it could be confusing as they may have never seen the icons before."
7. "Add difficulties and change the barrier colours. Maybe also different key binds."

Extra comment: "I also like the soundtrack- the fast pace really helps build the atmosphere making it fit for a competitive environment and keeps you more engaged."

1. "Simple and I like the fact that the tank colours contrast with the map."
2. "Probably around 5 minutes – I'd get to level 9 then give up."
3. "The game controls were hard to use on a laptop due to the mouse pad but would be better suited to a desktop. I like the fact that you can use WASD."
4. "Yes, a multiplayer feature would be cool. If it did exist however, I'd like the maps to be more complex."
5. "I like how direct it was – one button for controls and one button for play on the main menu. There was no need to tell the game that I was ready like in 'Tank Trouble' which I liked."
6. "Yes, I instantly recognised the play button, it is very familiar. Maybe the word 'play' would be better for non-gamers."