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P1, December 2018

Space Shooter Final: Testing Report

Play Tester #1: Eric Balch

Feedback

I noticed that it is possible for the player to navigate their player off of the screen, either up or down, which I think seems unnatural and broken, possibly leading to players losing track of where their player went. I also noted that the speed of the background objects, intended to convey a feeling of forward flight, don't move at a similar rate to the foreground asteroids. I also think that including game music might make it play better and be more intriguing. Lastly I noticed that there was a possibility that the targets would move backwards, a behavior I don't like.

Response

I noticed four distinct critiques of my game in Eric's feedback: players shouldn't be able to move above or below the screen, background asteroids need to be slower, consider adding game music, and stop making target asteroids move backwards. The first item was easily addressed by adding a condition that only allows the arrow keys to move the player if such a move wouldn't move them off of the screen. The second critique, making the background move slower, was also easily accomplished, this time by decreasing the position increment from 10px/draw call to 2px/draw call. Background asteroids now move at a speed closer to that of the foreground targets. Background music, while a nice idea, would have made the game annoying to grade. I chose to not implement this request. :) Finally, the edge case where targets would move backwards was removed by taking that case out of the switch block that controlled random movements of the targets.

Play Tester #2:

Feedback

The game is very engaging and fun to play! I liked the graphics, the speed of the player, and the aggressive motion of the targets. It does however sometimes lose lives when no targets have reached the end or hit me. Overall, great project and I can see all the work that has been put into it and it is very well thought through. But I still wasn't able to win the game because it is very hard.

Response

Thanks! Yeah, I was able to track down the faulty deaths to an issue in boolean algebra where I wanted (a && b) || (c && d) but actually wrote a && b || c && d, allowing a "b || c" edge case that caused the problem. The difficulty was addressed by making the motion of the target asteroids slower (*by 2px/move*) and making it so there were 15 instead of 20 target asteroids on the 2nd level.