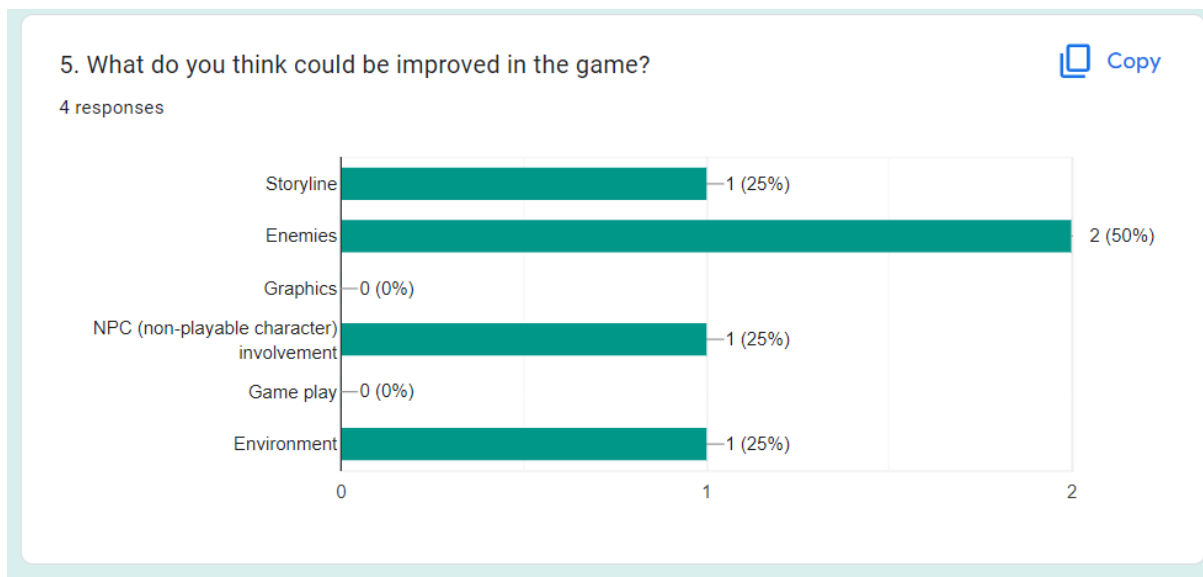


Soft Computing for Games – Task 2: Evaluation

Survey Results





6. What is your reasoning for the above question's answer?

4 responses

- Enemies could be more difficult to kill and NPC's should be featured.
- Could be stronger enemies.
- More detailssss
- It could be more realistic

Game Developed & Player Experience

I asked four members of my family and friends to play this game as part of the evaluation requirement for this assignment, and they later responded to a brief survey asking about the game and their experiences. The screenshots of their comments are in the section above.

All the respondents who were asked whether they enjoyed playing the game said they did (100%), and fifty percent of them credited the storyline (50%). The game's graphics (25%) and characters (25%) were cited by the other half of the respondents as their favorites. This question had four possible choices, and if the respondents wanted they could have also added their own reason by writing it down. However, out of four choices there was one choice that was not chosen by anyone, which was the game-play. This implies that, while the story, graphics, and characters are all enjoyable, the game play itself could be improved.

On the other hand, when asked what should be improved in the game, no one chose the game-play option. Rather the enemies choice was the most selected (50%), followed by the storyline (25%), environment (25%), and NPC involvement (25%). They were then asked to go into further detail and explain the reasoning for their earlier responses. One participant mentioned making opponents "more difficult to kill" in response to the question about how to make enemies better. The person who selected

the environment thought that it could be enhanced and made to appear more realistic. For NPCs, the response was that they should be featured more. The other respondent stated that the storyline should have more details.

When considering these replies, I would think that the game would be improved by adding more dynamic enemies. For instance, these enemies could have a unique ability that can harm the player. Another potential enhancement would be to include "waves" of enemies, where multiple opponents assault the player at once to make the game more interesting. The initial idea was that the NPCs would aid the player in obtaining particular objects in exchange for their assistance, so if I had more time, I would have made the NPCs more proactive in the game. Making the opening scene more interesting is another enhancement I would have done if I had more time.

SWOT Analysis

