SKEDEL TOWER DEFENSE

Games: User Experience and Analysis

CONTENTS

- Team
- Create Conflict
- Game Concept
- Experiences
- Decisions and Predictability
- Beta Version
- Examination
- Final Version
- Evaluation

TEAM

- Work distribution
  - game design
  - aesthetics
  - technical

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League of Legends, TFT

Game Arts	■	■	■
Game Design	■	■	
Game Program	■		
Unity Engine	■		
User Evaluation	■	■	

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The Witcher 3
Black and White
Crusader Kings 3

Game Arts	■		
Game Design	■	■	
Game Program	■	■	■
Unity Engine	■	■	■
User Evaluation	■		

CREATE CONFLICT

- Individual Conflicts
  - Set#1
  - Set#4

- Brainstorm Game Ideas
  - dungeon crawler
  - jump´n´run
  - rougelike
  - tower defense
- Basic Game Concept

GAME CONCEPT

- Players
  - role, story
- Objectives/Goals
  - primary goal, repeating objective, story goal
- Procedures/Actions
  - starting action, progression of action, special action, resolving action

GAME CONCEPT

- Rules
  - obvious, learnable, hidden
- Resources
  - life, gold
- Conflict
  - enemys, maze, gold
- Boundaries
  - singleplayer, buildingspace, time controll
- Outcome/Feedback
  - bounty, luck, learning

EXPERIENCES

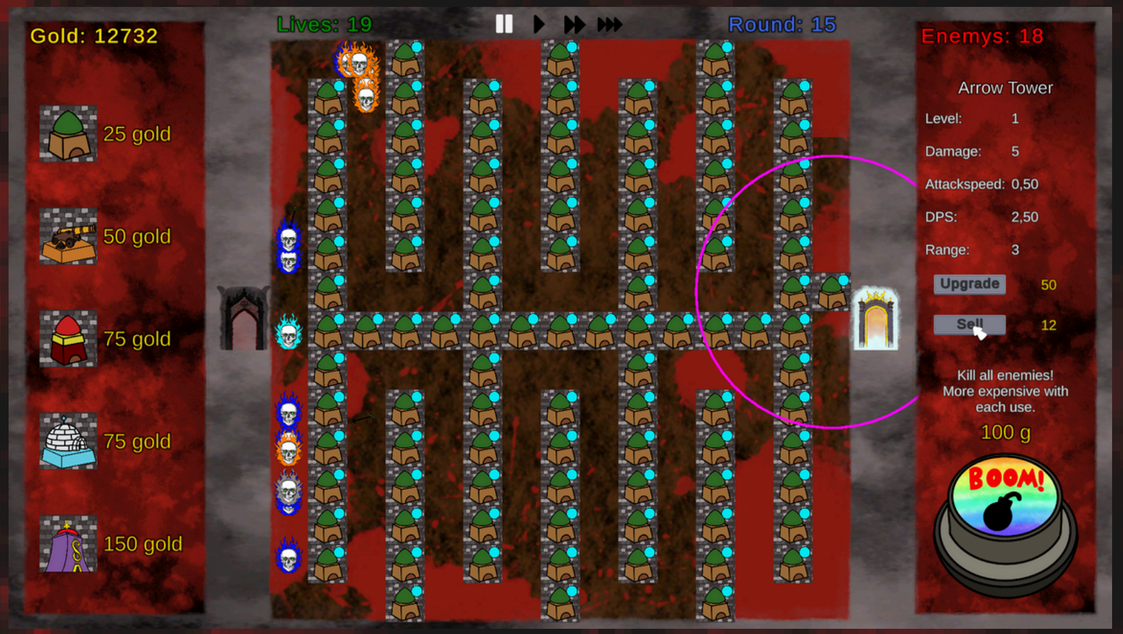
- Develop New Strategies
- Side Activity
- Game Feel Improvements
  - controlls
  - informations
  - mechanics
  - sounds & visuals
  - kinetic

DECISIONS AND PREDICTABILITY

- Decisions
  - immediate
  - obvious
  - long term
  - informed
  - uninformed
  - dramatic
- Predictability
- Informations
  - starvation
  - glut
  - hidden
  - revealed

BETA VERSION

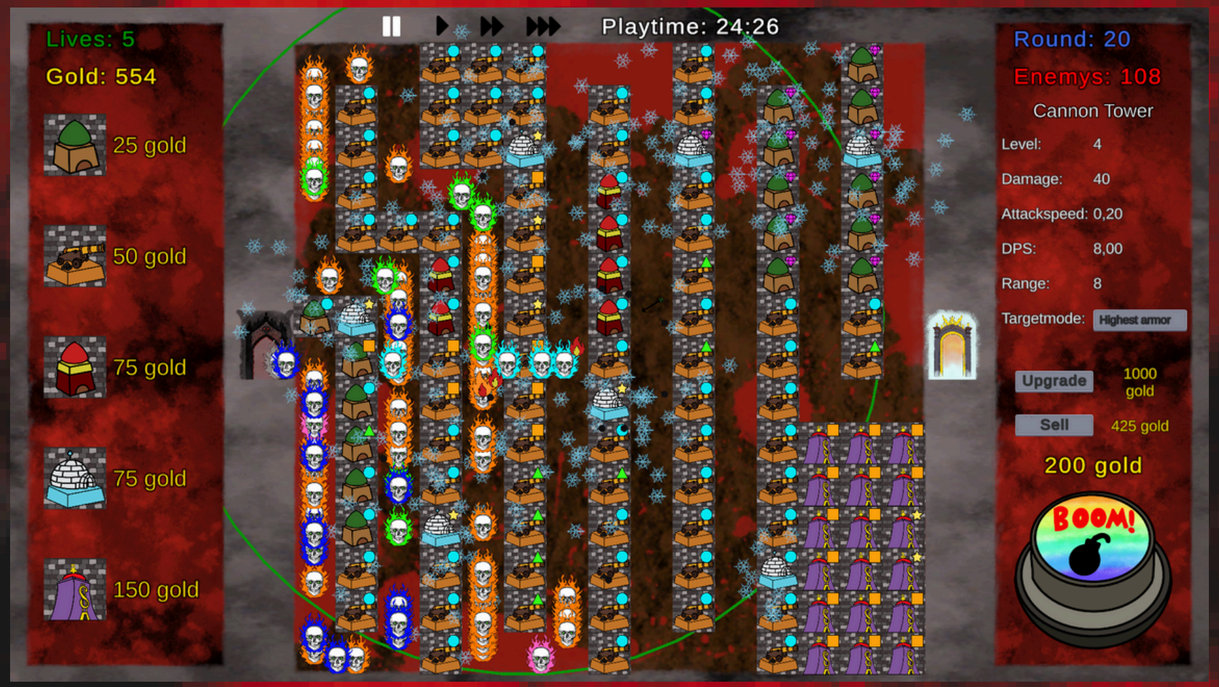
- Towers
- Enemies
- Spawnwaves
- Weak Points



EXAMINATION

- Observations
  - unbalanced
  - system abuse
  - missing controlls
  - game feeling
- Hypotheses/Questions
  - interaction
  - gameplay
  - conveying information
  - multiple choice
- Balancing
- Gold Mechanic
- Ruin Mechanic
- Hotkeys, Multi-Selection
- Sounds

FINAL VERSION



- Balancing
  - gold, towers, enemys
- Mechanics
  - ruins, targetmode
- Controlls
  - hotkeys, multi-selection
- Informations
  - tooltips, towers, tutorial
- Sounds & Visuals
- Data Collection

EVALUATION

- Tester
- Questionnaire
  - SUS
  - GEQ

1. What features of the game did you particularly like?

The strategic aspect, you have to make a plan and try it out.

2. What would you change about the game?

Indicators of the opponent's life to better assess the strength of the towers.

3. What did you not like about the game?

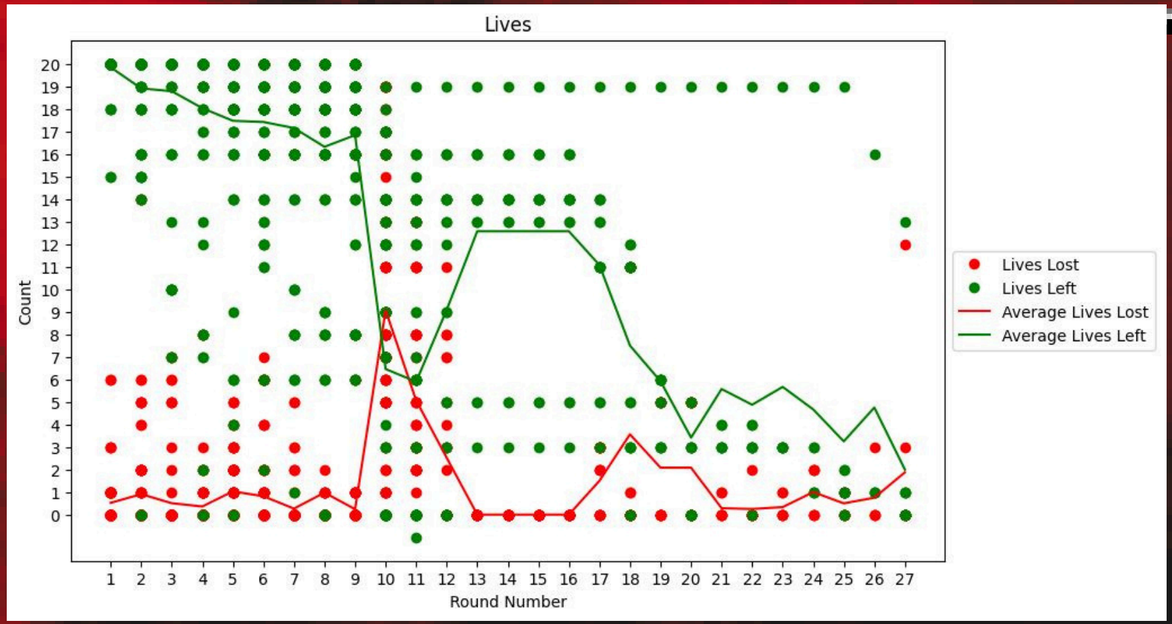
It became very difficult very quickly. I would have liked a slightly gentler difficulty curve.

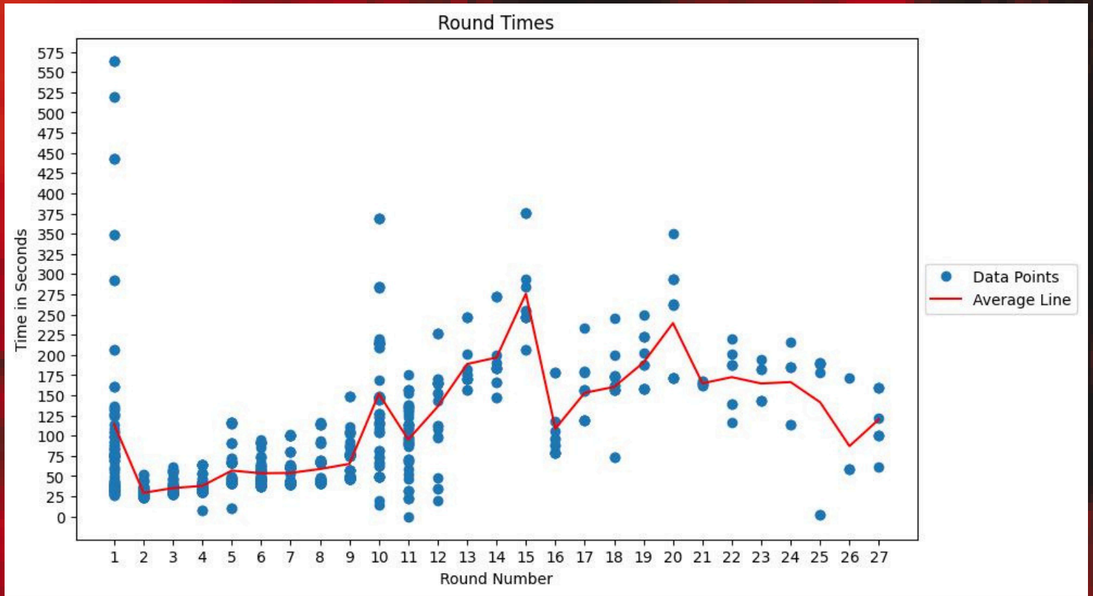
4. Other remarks?

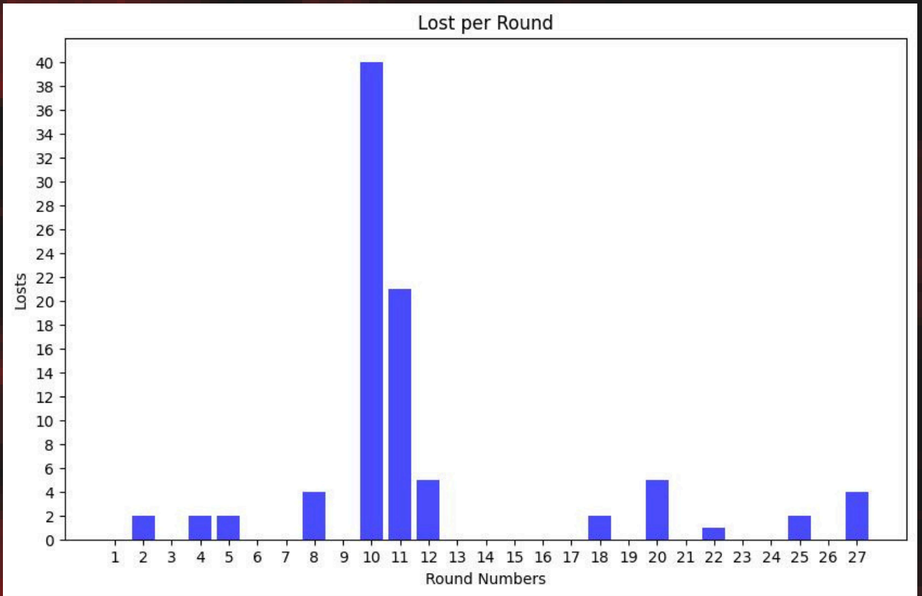
Successful project. Works perfectly, is simple to play and still has tactical depth. I still couldn't imagine playing it again, the competition for 1

EVALUATION

- Results
  - Evaluation
  - Diagramms







THANK
YOU