420-541-VA Game Programming 2

Lab 12 : Playtest

Today we will be looking into testing our game.

In order to download the project you will have to clone this git repository :

https://github.com/amcnabbbaltar/420-541-Week12\_Lab2

Then :

Task 0) Uncomment the commented code in PickupComponent

Task 1) Open the game project and build the project.

Task 2) Build a Debug and a Release Build

Task 4) Answer the small questionnaire by playing the game.

How to submit your project.

1. Send a link to either your GitHub or a One Drive link via the Assigement Delivery option in LEA.
2. Add me to your repo if it’s private so I can see your work.

**Github link**: <https://github.com/overcookedcircuit/GameProg2-Lab12.git>

Playtest report :

**General Questions**

1. **How would you rate your overall experience with the game?**
   * Excellent
   * Good
   * Fair
   * Poor

**Gameplay Experience**

1. **Did you find the game enjoyable?**  
   The game is very enjoyable with a timer to beat. It creates a challenge and makes wonder what the fastest time is possible. In addition, the music matches the ambience of the game very well.
2. **Which aspects of the game did you like the most?**  
   I like the power ups because it adds more to the base of the racing game.
3. **Which aspects did you like the least or found frustrating?**

I didn’t like the race track because it was very basic.

1. **Did you find the game intuitive and easy to understand?**
   * Yes
   * Somewhat
   * No  
     Please explain your answer.

**Controls and Mechanics**

1. **How responsive did you find the controls?**
   * Very responsive
   * Somewhat responsive
   * Not responsive
2. **Were the controls easy to learn and use?**
   * Yes
   * Somewhat
   * No
3. **Did you encounter any issues with the steering, acceleration, or braking mechanics?**  
   I didn’t find any issues with any of the above, it was working very well.
4. **Do you have any suggestions for improving the controls or mechanics?**

I think that it would be nice to have a scoreboard so that the player can view his fastest time and it would be nice to have a ramp somewhere in the map.

**Graphics and Sound**

1. **How would you rate the overall graphics of the game?**
   * Excellent
   * Good
   * Fair
   * Poor
2. **Did the visual style appeal to you?**  
   I like the visual style since it’s very low poly and the environment suits perfectly with the race track.

**Bugs and Technical Issues**

1. **Did you encounter any bugs or crashes during your playtime?**  
   None.
2. **Did you experience any performance issues (e.g., lag, frame rate drops)?**  
   None.