Tower Domination
User Feedback Report
Group 09

Setup

Link for the newest prototype :
https://drive.google.com/file/d/1VGTXsLwl3_i9A3542yTBOsDpjsINg8-4/view?usp=sharing

In this first functional prototype, we opted for a simple introduction to the battle mechanics of our game. There's a simple main menu where the player can choose which class to play, but no level selection. We implemented a battle with a simple enemy with some attacks and a healing ability and every turn they can attack the player with a set amount of damage or heal themselves. He was set with a high hp value, so that the players could have some time to get acquainted with the gameplay.
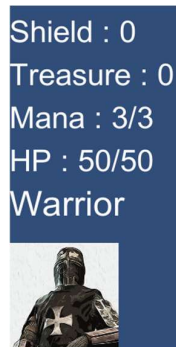

Image 1: Player stats

On the player's side, we have a zone for the player's character portrait and stats, namely the shield value, the amount of health, mana, treasure and which class the player is playing as. In the middle, we have the hand with the cards the player is currently holding. On the right side, we have the deck and discard area. For the presentation of the button to pass between phases of the battle, we had two different representations. At first, it was also at the right side, above the deck and discard pile. At the second version, we wanted to try out a more centered version, where it was at the top of screen, along with the representation of the current phase of the game, now represented as icons.

Image 2: Different phase icons

On the top right corner, we have the shop. We tried out both a static shop and a toggleable one. The latter one can be accessed by pressing the "SHOP" button. For this prototype, we included a variety of cards, with some different mechanics between them and already some of the art sketches.

Image 3: Card shop

Control-wise, since it is primarily a card game, it is played solely using the left-click of the mouse. To test out other options, we decided to try a different setting for opening the shop by using the 'S' button and the 'Escape' button for opening the settings.

Image 4: Game board

User Testing

User 1:
The testing went smoothly. He picked up on the mechanics easily, and understood the concept of the player stats and the different battle phases. Positive critics wise, he appreciated the fact that the game was fast paced, and you could play most if not all the cards in your hand in a single turn, but was able to save cards for future use if he wanted to (ex. save a treasure for the next round to have more money to buy a more expensive card).

In terms of improvements, he mentioned what the game lacked most was animations, which would help the fluidity of the game, both when the player played a card, and when the opponent did an action. On top of this, some feedback for the actions was needed, for example when the player was damaged, the health points dropped, but there was no indicator showing it.

Some quality of life improvements mentioned were to automatically skip to the buy phase when the player had only treasure cards on his hand, and to improve the visibility of the player stats, by using icons instead of numbers.

User 2 :
The testing of this user provided some good insight of what could be done. He played with the Warrior class and easily got the flow of the game and started really early to strategize on what he wanted to buy. He really liked the simplicity of the concepts both on the cards and on the different phases.

Comparing both versions of the game, he appreciated the representation of the phases as icons instead of only text and the fact that he could open the shop with a button. Regarding constructive aspects, he gave us the idea to represent the last card played in the top of the discard pile. As expected, he said it was lacking some feedback of when he played something or of when the enemy attacks. Regarding the actual feel of the game, he didn't quite understand the purpose of the Gold card on the shop and how linear it was.

User 3 :
This user first tested the Wizard, they had no difficulty picking up the game. In this run, he commented on how showing the current phase was a good idea, and also that he was finding it hard to have enough gold to buy cards, on another hand he found that he was barely taking damage. After this they tried the Rogue, they immediately commented on how much easier it was to buy cards because of having the steal card in the starting deck, on the other hand they found that they were taking more damage and had to actively buy healing cards. Finally the user tried the Warrior which they felt to be in between the other 2 classes; they commented on how the charge giving a draw facilitated buying cards and since the warrior had so much more hp the lack of healing was a less pressing issue.

After testing all classes they commented on how they felt the mana to not be very impactful. They also mentioned that they saw no reason to buy the block and gold cards from the shop, the block in their opinion was not enticing because they didn't know how much damage the enemy was going to deal each turn so in their opinion it was better to buys heals and heal back up trying to mitigate damage. As for the gold they felt that it was just not worth it and that

if they even ended up with 2 treasures during the buy phase they would rather wait for the next turn to buy soothing more impactful.
Finally they suggested implementing a turn counter, since they felt like they had lost track of how many turns went by.

User 4 :
This user tested only the wizard. In the first game one of the main things they commented on was on how they could not figure out if the enemy had attacked or not, especifically commenting "wait, he doesn't attack?" just after being attacked. After this they went on to comment on how they felt that the shop needed a better indication that a card had been bought, adding that they were confused after buying their first cand since they didn´t see any change until they noticed that the treasure counter was at 0 again.
On a more positive note they commented on how they found the card mechanics accessible and easy to understand, expressing that they could understand what every card did with ease. Finally despite playing the wizard when asked what they thought about the mana amount and if they felt that it was lacking they responded with surprise since that had not noticed that there was mana.

Final Thoughts

With this prototype, we had some good insight about the overall feel of the game and what is missing to be represented. Our main objective was to have the main features and elements of the game implemented, with everything represented on the board and easy to read and understand. Overall, we feel that this aspect was achieved and everyone could easily get a grasp of how the game was played.We also got good feedback regarding the two types of controls, as every one of them liked having the both options (mouse or a key) and we intend to had this option for more of the features (like passing between phases).
Regarding the feedback, it was mainly related to animations, that would make it easier for them to understand that the enemy attacks or the cards did something when played and, as we were already planning, we will implement it for the future versions. We also got some feedback regarding the classes and overall balance of the game and everything will be taken into consideration for the MOJO.