Play-testing Summary

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| Names | Date | Play Length | Observations | Our Response |
| Matthew Lindsay & Brian Barnes | 11/  1/  2014 | 5 minutes | * Controls are confusing * Coins are hard to see, don’t do anything, and aren’t obvious when you pick them up * Punch Knight special doesn’t have art or collision * Players can run off screen * Shields don’t texture swap * Never ending dragons | * Tutorial section * Bigger coins that fly to the relevant meter * Added collision and art to Punch Knight * Prevented players from running off screen * Added texture swapping on shields * Fixed dragons to have a limit of four |
| Nikolai Rayyis & James Lee | 11/  3/  2014 | 6 minutes  (multiple playthroughs) | * Level design is a bit odd (doesn’t ramp up cleanly and feels rather uneven) * Boss doesn’t die * Swapping doesn’t always work * Dragons stay too close to sitter * Some enemies are invisible | * Fixed swapping (to a certain degree, not sure we found the original bug yet) * Dragon distance increased * Replaced the deleted asset with a new one |
| Tracy Moore | 11/  4/  2014 | 5 minutes  (multiple playthroughs) | * Background occasionally vanishes * Long stretches of no enemies followed by insanity * Enemies that go below the middle line are 1000% harder than ones that don’t | WIP   * Tutorial * Coins doing things * Level design * Boss health * Character select |

Overall:

The first attempt at play testing on Saturday was extremely revealing in terms of how broken the game was. While the players didn’t really get to experience much of the game play because of all the glitches and problems, it did give us a really nice list of things to fix.

The second attempt, now that a lot of the worst glitches were fixed, was a little more game play oriented- still lots of problems, but now mostly in terms of playability and not just nothing working as intended.

The third attempt was remarkably clean- the biggest complaint by far was level design, which is appropriate since we really hadn’t spent any time on that going in. We did run into an odd glitch where the background vanished around halfway in, which we have yet to resolve. Also, all 3 groups commented that enemies passing below the halfway line are really annoying.

While we were able to knock out a lot of the issues, several still remain. I am quite satisfied though that as a result of the play testing, our game has improved enormously.

The next thing I’m hoping to address in terms of play testing is controls- I’m planning to set up level design for the first 60 seconds or so to have a reasonable constant stream of 1-2 enemies so that players can give us feedback on controls without having to worry about dodging bullets continuously.