

# 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](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.

Playtest report :

### General Questions

1. **How would you rate your overall experience with the game?**

- ☒ Excellent
- ☐ Good
- ☐ Fair
- ☐ Poor

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### Gameplay Experience

2. **Did you find the game enjoyable?**

The game was enjoyable and easy to play, not many “headaches” related to it.

3. **Which aspects of the game did you like the most?**

The power ups, how easy the game was to understand and play as well as the aesthetic of the game concerning racing/menu and track designs.

4. **Which aspects did you like the least or found frustrating?**

None

5. **Did you find the game intuitive and easy to understand?**

- ☒ Yes
- ☐ Somewhat
- ☐ No

Please explain your answer.

The game was simple to play and understand in terms of mechanics. Similar to many games, we make use of the WASD keys to navigate throughout the challenges. It does not require any intense brainpower or problem solving skills or mechanical skills, so it was a very lightheaded enjoyable game to play!

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### Controls and Mechanics

6. **How responsive did you find the controls?**

- ☒ Very responsive
- ☐ Somewhat responsive
- ☐ Not responsive

7. **Were the controls easy to learn and use?**

- ☒ Yes
- ☐ Somewhat
- ☐ No

8. **Did you encounter any issues with the steering, acceleration, or braking mechanics?**

no

9. **Do you have any suggestions for improving the controls or mechanics?**

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## Graphics and Sound

10. **How would you rate the overall graphics of the game?**

- ☒ Excellent
- ☐ Good
- ☐ Fair
- ☐ Poor

11. **Did the visual style appeal to you?**

the visual style was very appealing as it was colorful but not with an overwhelming mix of colours, it had an adequate color palette to what the game consisted of.

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## Bugs and Technical Issues

19. **Did you encounter any bugs or crashes during your playtime?**

no bugs 😊

20. **Did you experience any performance issues (e.g., lag, frame rate drops)?**

I did not experience performance problems, the frame rate was at a steady pace at around 300 during the gameplay