

Playtest Script:

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Introduction:

- Our test is meant to determine if any specific towers in our game are particularly overpowered or underpowered.
- We would request that a player keep count of the number of each tower they use and how many rounds they survived.
- We will then generate a score for each tower (the average of the number of a tower used divided by its cost).
- With this, we can correlate the data to determine if a specific tower is significantly more or less powerful than others.
- In order to test this, our game will need at that point the ability to place towers and simulate basic enemy waves.

Playtest:

- To playtest, playtesters will play three games of Keep Defense.
- The game should instruct the basic controls and premise.
- After the end of each game, record how many rounds they survived and the number of towers of each type placed.
 - If you survive more than 30 rounds, stop that game at that point.
- Write down any thoughts about the round.

Follow up:

- Did you feel that any tower was overpowered?
- Did you feel that any tower was underpowered?
- Other than power level, was there any reason you chose the tower(s) you used the most?
- Other than power level, was there any reason that you chose the tower(s) you used the least?
- What other feedback do you have?