

Playtesting Findings

ID	Severity	Incidents	Tags	Description	Recommendations	Status
1	High	6	UI	Game isn't easy to learn how to play	How to play screen in the main menu.Controls screen in the main menu, with controller diagram and labels.Description of mode objective UMG animation at the start of a session.	Fixing
2	High	2	Bug	Game is frustratingly difficult	Fix recurring bugs.	Recurring
3	Low	5	Aesthetics	Skeleton isn't enjoyable to look at	Add UV map textures to skeleton, and include normal and specular maps.	Not Fixed
4	High	6	Gameplay	Game is boringly easy	Add another combat element to the game such as durability system and/or varied differences between different types of weapons.	Needs Discussion
5	High	5	Controls	Controls aren't intuitive	Make game controller-support only.	Solved
6	Medium	7	Aesthetics	Game world isn't enjoyable to look at	Adjust the game's art style and make it more cohesive, add additional level models, and add additional textures including normal and specular to the world.	Fixing
7	High	5	Gameplay	Combat system is unenjoyable	Add another combat element to the game such as durability system and/or varied differences between different types of weapons.	Fixing
8	Low	8	Sound	Music isn't enjoyable to listen to	Lower volume of music, and change the music.	Fixing
9	Medium	9	Sound	Sounds effects weren't enjoyable to listen to	Raise volume of sound effects, add additional sound effects, and change ones that don't make sense.	Fixing
10	High	14	Gameplay	Not enough a variety of challenges	Include additional challenges and/or goals during gameplay and/or map such as dynamic level objects that act as obstacles.	Needs Discussion
11	High	4	UI	Difficult to understand objective of Bone Collector	Include How to Play screen, and text explaining mode objective when rounds begin.	Fixing
12	High	8	UI	Difficult to understand objective of Dye Another Day	Include How to Play screen, and text explaining mode objective when rounds begin.	Fixing
13	Medium	3	Feedback	Don't realise they can bend	Remove bend capability.	Solved
14	High	4	Gameplay	Not having legs is an advantage, as others have trouble attacking them	Make collision mesh around legs bigger, or allow player characters to bend.	Fixing
15	High	3	Gameplay	Others without legs appear to be just as fast	Adjust movement speed depending on the number of legs.	Solved
16	Low	1	Gameplay	Not having a head can be an advantage, as others somewhat have trouble attacking them	Make the collision mesh around the head bigger, or allow player characters to bend.	Solved
17	High	4	Gameplay	Gameplay and combat can get dull eventually	Add additional feedback to combat and gameplay events, and another combat element to the game such as durability system and/or varied differences between different types of weapons.	Fixing
18	High	5	Gameplay	Unable to choose which weapons are held, so have to wait until it is taken off or it's taken off with an arm	Allow the ability for players to drop their weapons.	Solved
19	High	3	Gameplay	Useless when having legs as arms	Include a way for the player to attack when they have legs as arms.	Solved
20	High	4	Gameplay	Bombs are overpowered	Put a limit of 3 on bombs, instead of making leaving it unlimited.	Solved
21	Medium	3	Feedback	Not enough feedback when getting the right colour limb (Dye Another Day)	Include a particle effect that is the colour of the player's torso when they get a correct coloured limb.	Solved
22	Low	1	Gameplay, Feedback	Bomb has a delay	Remove the delay before bomb throw.	Solved
23	Medium	4	Gameplay	Bomb is hard to aim	Change values related to the bomb in order for it become easier to aim.	Solved
24	Medium	2	Gameplay	Bomb rolls off too much after been thrown	Make the bomb a bit heavier.	Solved
25	Medium	5	Gameplay, Level	Can't interact with environment much	Make elements of the environment destructable.	Fixing
26	Medium	5	Gameplay	Attempt to attack with no weapon	Include a slap or punch ability.	Solved
27	High	3	Feedback	Sword particle plays when there is no weapon	Removed the sword swing particle effect when player isn't holding a sword.	Solved
28	High	4	Gameplay, Controls, Feedback	Confusion when discovering 'c' debug key feature	Make game controller-support only.	Solved
29	Low	4	Level	Didn't go into/ saw no reason to go on to platforms/columns	Remove columns or reorganise them in a way to be more useful.	Solved
30	Low	6	Level	Didn't go into/saw no reason to go to upper level of Abbey	Remove upper level of Abbey, or add weapon or players respawns.	Solved
31	Low	6	Level	Rarely went inside the Abbey	Remove the Abbey, or add weapon or players spawns inside it.	Solved
32	High	8	Bug, Replication	Limbs can't be picked up sometimes	Fix recurring bugs.	Recurring
33	Low	1	Gameplay	Jumping overpowered	Include a timing restriction on the jump ability.	Dismissed
34	Medium	1	Gameplay	Bomb's damage radius too big	Make the damage radius of the bomb smaller.	Solved
35	Medium	2	Gameplay	Not enough/no real differences between different weapons	Include varied differences between different types of weapons (damage, damage radius, length, speed).	Needs Discussion
36	High	2	Gameplay, Feedback, UI	Unable to tell cause of death	Include UMG description of how the player died right after death.	Fixing
37	Low	8	UI	Didn't realise/slow to realise that the spider was the timer	Add a clock animation or number countdown animation to HUD spider.	Fixing
38	Low	6	Gameplay	Not enough types of weapons	Include additional weapons.	Dismissed

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39	Low	1	UI, Gameplay	Not enough ways to communicate with other players	Include a player lobby before and after rounds, or an in-game chat function.	Dismissed
40	High	7	Gameplay	Can't attain additional bombs	Include bomb dispensers around the map.	Solved
41	Medium	3	UI	Respawn instructions don't appear instantly	Have respawn instructions appear instantly after player death.	Solved
42	Medium	1	Feedback, UI	Don't get enough points for completing a set of same coloured limbs (Dye Another Day)	Give a higher amount of points to the player who achieves a full coloured set of limbs in Dye Another Day.	Not Fixed
43	High	3	Bug	Floating bomb belt	Fix associated bug.	Solved
44	Low	1	Gameplay	Want to use sword as limb	Allow weapons to be used as limbs.	Dismissed
45	Low	2	Gameplay	Attempt to add additional power to attack by spinning screen faster	Allow some kind of hold and release mechanism for damage interpolation.	Dismissed
46	Medium	3	Level	Immersion breaking collision meshes around level objects	Adjust the collision meshes around level objects.	Not Fixed
47	High	1	Bug	Right arm not playing attack animation	Fix associated bug.	Solved
48	Low	2	Sound	Can't tell whose limb was lost based on limb loss sound effect	Adjust how sound effects work.	Not Fixed
49	Low	1	Gameplay	Want to able to sprint	Include the ability to sprint.	Dismissed
50	High	5	Gameplay	Can't see limbs on ground properly	Include a particle effect or make the bone materials an emissive.	Solved
51	Low	2	Gameplay	Want to be able to pick up items on level	Allow players the ability to pick up level objects.	Dismissed
52	High	3	Bug	Colour misload when changing mode from Bone Collector (Dye Another Day)	Fix associated bug.	Solved
53	Medium	7	Bug, Replication	Head loss effect with head	Fix associated bug.	Recurring
54	Low	1	Bug, Replication	Additional point gain	Fix associated bug.	Not Fixed
55	Low	2	Bug	Display other player name as default 'Player' occasionally	Fix associated bug.	Not Fixed
56	Low	2	Bug	Game not fullscreen at start even though setting is checked in Options	Fix associated bug.	Solved
57	Medium	3	Gameplay, UI	Unsure when round starts	Have a sound effect indicate when the round starts.	Needs Discussion
58	Low	2	Settings, UI	Want to disable motion blur effect	Disable motion blur, or include the option to disable motion blur in the Options screen.	Not Fixed
59	Low	2	Gameplay	Want to dual wield weapons	Allow players to dual wield weapons.	Dismissed
60	High	2	Gameplay	No more purpose after collecting set of same same coloured limbs (Dye Another Day)	Allow the colours to reset once a player has achieved a full set of same coloured limbs or end rounds once a player has achieve a full set of the same coloured limbs.	Solved
61	High	1	Gameplay	Lack of different effects when losing different types of limbs except for head	Include additional effects to loss of different types of limbs.	Fixing
62	Low	1	Gameplay	Want to crouch	Include ability to crouch.	Dismissed
63	Medium	3	Sound	Abbey and stairs sound like wood rather than stone	Change the sound effect for footsteps over Abbey to sound more like stone rather than wood.	Not Fixed
64	Medium	1	UI	Want to start server when ready instead of being restricted by 10 second timer	Extend 10 second timer from 10 to 20 seconds.	Not Fixed
65	Low	2	Bug, Replication, UI	Server name change not replicating	Fix associated bug.	Dismissed
66	Low	2	Aesthetics	Different skeleton characters for player character	Include different player characters for players to choose to play from.	Needs Discussion
67	Low	2	Aesthetics	Cosmetics for player character	Include cosmetics that can be equipped by player characters.	Needs Discussion
68	Low	5	Gameplay, UI, Feedback	Little attention to leaderboard, because game feels uncompetitive	Additional particle or animation effects on leaderboard, or make combat adjustments so combat is more competitive.	Not Fixed
69	Medium	1	Controls	Bomb ability mapped to middle mouse button is strange	Make game controller-support only.	Solved
70	High	8	UI, Feedback	Unclear how points are lost	Adjust point system, and include how points are lost in the How to Play screen.	Needs Discussion
71	High	7	UI, Feedback	Unclear how points are gained	Adjust point system, and include how points are gained in the How to Play screen.	Needs Discussion
72	Medium	5	Gameplay, Feedback	More control over bomb ability	Adjust values related to bomb throw, or include assitive UI elements.	Solved
73	Low	1	Gameplay, Feedack	Confusion of whether bomb explodes on hit or has a timer	Include UI element where bomb lands, or include a timer.	Dismissed
74	High	1	Gameplay, Level	Too much evading in gameplay	Adjust level so evading is more complicated, make map smaller, etc.	Needs Discussion
75	High	3	Gameplay	Unclear how death occurs	Include UMG text that explains to the player how they died.	Not Fixed
76	Low	1	UI	Unsure if round duration is in minutes on Host Server screen	Indicate that round duration is in minutes.	Dismissed
77	Medium	7	UI, Controls	Unsure which abilities are mapped to which control at first	Include list of controls or labelled image of controls.	Fixing
78	Low	2	Bug, UI, Replication	Join screen lists duplicates of servers	Fix associated bug.	Not Fixed
79	Medium	5	Level	Struggle to find others	Make map smaller, include minimap, or make Abbey smaller/more ruined, etc.	Fixing
80	Medium	2	Bug	Animations playing on arm while held as weapon	Fix associated bug.	Solved
81	Low	1	UI	Want lobby screen	Include lobby screen after joining a server.	Dismissed

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82	High	4	Gameplay	Difficult to hit other players	Make collision boxes larger.	Fixing
83	Low	2	Gameplay, UI, Feedback	After death instance confusing (overhead map pan)	Change after death to the camera following the player's ribcage sink to the ground.	Not Fixed
84	High	5	Bug	Can't punch with right arm	Fix associated bug.	Solved
85	High	1	Gameplay, Feedback	Can't tell if doing damage	Include additional feedback with particle effects, or indicate damage on UI.	Not Fixed
86	High	2	Bug	Server crash	Fix recurring bug.	Recurring
87	Medium	4	Bug	Attack animation playing on limbs on ground	Fix associated bug.	Solved
88	High	2	Gameplay	Useless as just a ribcage	Adjust movement speed and include areas or objects around the level to assist player escape.	Fixing
89	Medium	1	Level	Map feels to large for three players	Make map smaller, include additional level objects, or rearrange level objects so map feels more appropriate for a number of players.	Fixing
90	Hgh	2	Gameplay	Movement speed too slow without any legs	Adjust movement speed for when players have no legs.	Solved
91	Medium	2	Gameplay	Combat system feels repetitive	Include additional elements to combat system such as durability system, different points awarded for different limbs, different damage on different weapons, etc.	Needs Discussion
92	High	2	Gameplay	Useless without arms	Include additonal abilities for players to feel more able without arms.	Fixing
93	High	5	Bug, Replication	Removed limbs still attached	Fix recurring bugs.	Recurring
94	Medium	2	Gameplay, Feedback	Not enough feedback on player state	Include additional HUD elements representing player state and/or include additional particle effects.	Fixing
95	Low	1	Gameplay, Feedback	Want to lock on/target aquisition/cross hair	Include a crosshair on the UI or include lock on capability.	Not Fixed
96	Low	4	UI, Feedback	Want minimap	Include a minimap.	Dismissed
97	High	3	Bug	Can't punch with left arm	Fix associated bug.	Solved
98	Low	2	Feedback	Want glow on limbs on the ground	Add glowing particle effect or emissive particle effect for when limbs are deattached.	Solved
99	Medium	1	Bug, UI	Combat log display incorrect text	Adjust combat log to be more user-friendly.	Solved
100	Medium	4	Gameplay	Bomb damage radius too small	Increase damage radius of bomb.	Solved
101	Medium	2	Sound	Unable hear sound effects well over the background music	Increase volume of sound effects, and decrease volume of background music.	Not Fixed
102	Medium	1	Gameplay	Useless at four legs state	Allow for an additional attack ability.	Fixing
103	Low	1	Gameplay, Feedback	Headloss isn't too much of a hindrance	Increase blurriness slightly on headloss effect.	Not Fixed
104	Medium	1	UI	Think that to connect to a server, click on connect button for I.P. search	Change text on connect button.	Solved
105	Medium	1	Feedback, Aesthetics	Hard to differentiate different limbs from each other when lying on the ground	Allow for any arm to go to any arm socket, and any leg go to any leg socke or even change appearance of limbs.	Solved
106	Medium	2	Bug	Sword unable to be picked up	Fix associated bug.	Solved
107	High	5	Bug, Replication	Attached limb not seen on player	Fix recurring bugs.	Recurring
108	Low	2	Gameplay	Want ability to block	Include the ability to block, dodge better, or include a shield ability.	Dismissed
109	Medium	1	Gameplay	Movement speed to slow without two legs	Adjust movement speed for when players have only one leg.	Solved
110	High	1	Bug	Two right arms doing attack animation	Fix associated bug.	Solved
111	Medium	2	Gameplay	Knockback strange	Remove knockback for attacking player, and attach to attacked player.	Solved
112	Low	1	Gameplay	Head as a weapon feels useless	Allow for an additional ability specific to a skull weapon - such as throwing skull.	Fixing
113	Medium	3	Gameplay, Feedback, Sound	Surprised at the end of rounds	Increase beat of music or add ticking sound towards end of rounds to indicate to players that the round is about to end.	Not Fixed
114	Low	2	UI, Feedback	Players struggle with spinboxes (mouse)	Make controls controllers only.	Solved
115	Medium	1	Feedback	Glow timer on limbs on the ground is too short	Replace glow with emissive.	Solved
116	Low	1	Feedback	Glow colour of limbs should be the same colour as the limb	Replace glow with coloured emissives.	Solved
117	Low	1	Bug	Torso takes awhile to disappear after player has died	Fix associated bug.	Not Fixed
118	High	1	Bug	Can't pick up legs while having a leg in arm socket	Fix associated bug.	Not Fixed
119	Medium	1	Controls	Want camera invert settings	Allow for the option to have inverted camera controls in Options.	Not Fixed
120	Medium	1	Bug	Shovel floating and moving around and through map	Fix associated bug.	Not Fixed
121	Low	1	Level	Struggle to find shovels	Emissive or particle effect around shovels.	Not Fixed
122	High	2	Level	Too many bomb spawns	Have less bomb spawns around the map.	Fixing
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