

Week 7 Report

Summary/Reflection

Nine people were tested over three sessions. All players enjoyed themselves as they played. They experienced some frustration with not understanding the finer details of the mechanics and not knowing what the goals or objectives of the game mode are. Majority asked for more interaction with the environment and would like more enhancements and abilities with combat.

Achievements:

- Players overall appeared to be enjoying themselves and animatedly interacted with the other testers
- Combat is fun
- Players knew how to use the bombs
- Abbey was used on occasion, not consistently -- looked for more bombs, shortcut through the map, threw bombs from upper level (rarely)
- Players like using limbs as weapons
- Players tried to take advantage of the environment towards their gameplay goals

Problems:

- Game mode, Dye another Day, was unplayable (sessions 3 & 4)
- Players found it difficult to target players / hit each other properly
- Spider timer is not that obvious - not many players noticed it
- Navigating the map is difficult
- Players tried to use mouse momentum thinking it increases weapon damage
- Players used tree branches as platforms to get height advantage
- Collision mesh around trees is off so players got stuck and confused a lot of the time when they attempted to use the trees
- Two right arms didn't play attack animation - bad confusion about whether they did damage or not (bug)
- Based on limb loss sound effect - players confused whether they lost a limb or they took a limb off another player
- Players want to pick up and use objects in the environment
- Players still get head loss effect after they've picked up a head (bug) -- occurs only on client system, and now on every limb
- Occasionally displays some player names as default "Player" (bug)
- The game isn't always fullscreen even though the setting is already checked (bug)
- Player confusion about when the round starts
- Players want to be able to disable motion blur effect
- Players confused when they gained all the correct colour in Dye Another Day - no more purpose

- Player death feels a little too instantaneous for some, and all players usually get confused about how they died
- Stair sounds are confusing - sounds like wood rather than stone
- Sometimes players gain more points than they were meant to (bug)
- Players wanted to be able to start server when they were ready, rather than being restricted to 10 second timer
- Server name change after session ended does not seem to replicate
- No cosmetic differences between players
- Player had weapon effect when they tried to attack without a weapon - bad confusion because there was no weapon and they weren't sure if they were doing any damage
- Players didn't care too much for the leaderboard as they didn't feel that the game was competitive
- Players wanted more of an impact on the environment from bombs
- Found bomb ability to be mapped to middle-mouse button very strange
- Takes a long time to figure how some of the points are gained and lost
- Players want more control over the bomb landing/direction thrown/detonation

Plans:

- Make combat more "chunky" and easier to hit other players
- Players want more control over how they play the game
 - Environment interaction
 - Server control
 - Combat mechanics
 - Bomb projection (landing, collision identifier (particle effect), detonation timer)
- Display number of limbs to player on HUD
- Make the environment more visually appealing