Week 6 Report

Summary/Reflection

For this phase of development, we've started using Trello to keep better management of issues and bugs that arose from playtesting. From playtesting this week, we've essentially found that some features need revising such as the game world environment and the combat system. But players had a lot of fun regardless, and are interested in playing again.

Achievements:

- The game was fairly easy to learn how to play
- The game is very fun to play
- The game isn't boringly easy at all
- Combat system was fairly enjoyable
- Players would be interested in playing again

Problems:

- Skeleton was only somewhat enjoyable to look at
- The game's world and background was only somewhat enjoyable to look at
- The challenges in the game does not have enough variety
- Don't find that there is a clear goal (both modes)
- Find that not having legs is an advantage - as others have trouble attacking them
- Find that others without legs are just as fast - bad confusion
- Found no reason to go on to platforms/columns
- Found no reason to go to upper level of Abbey
- Rarely went inside the Abbey
- Bomb issues (delay, difficulty aiming, too much rolling after thrown)
- Try to attack with just their hand - disappointed as it doesn't give them points, even though it does an attacking feedback particle effect
- Want to be able to attack without a weapon - feels like if they don't immediately get a sword at the beginning they're set for failure
- Felt that more feedback would be good when getting the right colour limb
- Found that gameplay and combat can get dull eventually
  - Feels that it's just a combination of just hit, jump, bomb only
- Wanted to be able to choose which weapons they have, rather than waiting until it is taken off them or it's taken off with their arm
- Feel somewhat useless when having legs as arms
- Seem to stick around together in small areas of the map, occasionally moving to different areas as a group (level design issue)

Plans:

- Definitely need to record video (don't forget)
- Audio would be hard to record due to room and other players
- Icon for game .exe would be good
- Bit hard to take note of expressions due to one person per tester
  - some form of notation might be useful for quickly documenting their expression/exclamation while taking notes
- In notes, would help to write times when new session starts
- Adjust script so it's shorter - done
- Players need earphones - done
- Maybe have the game start fullscreen by default for immersion purposes