

Alpha Playtest

Main Menu

- Quit button works
- Setting button has no functionalities
 - Should say back

Game

- Shooting mechanic is funky
 - Bullets are not shooting entirely properly
- One potato enemy phases through the player...lol
- Potatoes get stuck in corridor → collision tile mapping
- Gun model and animation of movement is wonky lol
 - Maybe just attach to the player and make it move with the player
- Ammunition is wonky
 - Shooting is not consistent
 - Firing rate is not consistent
 - Fire rate is not shown
- Enemy health can be shown
 - Helpful for the player to know which enemies they can prioritize

Comments/Suggestions

- Like the knockback and animations on our enemies
- Collision is great
- Include a counter of kills
- Add upgrades
- Game over screen works
- "Bulletproof potato" - bug
- Gun motion is good!
- Potatoes look evil
- Visual feedback
 - Health of potatoes
 - Firing rate of gun
- Death animation is cool
- Gun bullet is short range
- Faster paced = harder
 - Relatively an easy game
- Reload animation
- Would like to feel an impact when taking damage
- Change axis when moving gun (flipping X axis)
- 1 solution to entire game, not much replayability
- Hitboxes are large
- Would like to know how many bullets they currently have
- Consider making the rooms/halls more spacious
- Unkillable potato is funny
- Would like a faster pace (faster movement speeds)

- Implement a pause screen?

This playtest was our first opportunity to gain feedback on what others thought of our game. Our alpha did not have as much of the game's content as we might've wanted, it was more of a technical demo of all of the individual parts coming together for the first time.

Players of our game largely gave us feedback on the feel of the player movement, art style, enemy attacks, and map design. They loved the art and design, however one big piece of feedback players had problems with was that the players movement felt slow and clunky. In future updates, we hope to put together more of the games fundamentals including different enemies and a boss fight, as well as fixing the smaller issues players brought up.