

Play Testing

What are we testing?

- Gameplay
 - o Do people like the game and for how long do they want to keep playing?
- Controls
 - o What do the controls feel like, do they feel natural and easy to use?
- Challenge
 - o Is the game too easy or too hard, how is the curve from easy to hard.
 - o Does it fit in with the target audience
- Balance
 - o Is the game balanced enough to be played for a while?
 - o Does the combo system fit in with the rest of the game ?
- User Interface
 - o What is the menu like, is it clear to the player?

Who are we testing with?

- Group 1
 - o Age: 18-25
 - o Game experience: High
 - o We choose this group for testing because we wanted to see how experienced players would handle the difficulty of the game
- Group 2
 - o Age: 18-25
 - o Game experience: Low
 - o We chose this group to see how hard it would be for unexperienced players to play this game

Feedback 07-09-2017

- Gameplay
 - o Goal is not clear to the player
- Controls
 - o Controls feel good and responsive
- Challenge
 - o Game was too hard for new players
 - o With a little training the player could go on for a very long time(> 10 minutes), the game became boring after a while.
- Balance
 - o The balance was good, but as stated under challenge, it became boring after a while.
- User Interface
 - o User interface needs to be cleared up
- Satisfaction
 - o Need some more encouragement for doing good in the game.

Feedback 28-9-2017

- Gameplay
 - Fun to play
 - Cool animations
 - Simple
- Controls
 - Controls are clear and respond well to user input
- Challenge
 - The peak level of difficulty becomes higher as the game progresses
 - Rest moment between peaks is nice.
- Balance
 - Too much healers
- User Interface
 - Main menu is clear.
 - Tutorial button should be placed to a more visible location
 - Tutorial text should be longer
 - Combo circle not clear in tutorial
- Satisfaction
 - You get the rush to keep improving your highscore
 - Encouragement text keeps you going in the game
 - Combo fits in with the game