

## Milestone 1 Playtesting

Trevor Caserio - *Polygon Pilots*

### Games I Play Tested:

I only got to play one game as not all students that playtested mine had a game for me to playtest. I think it was Mason's game that I played. It was a horror puzzle game that required the player to dodge monsters while trying to escape the house with its gold.

### People that Playtested my Game:

*Jeffrey (student):*

- The Parallax background was cool.
- Enemies getting behind you was frustrating
- Movement was a little too difficult for a pick up and play arcade game

*Tanner (student):*

- Ramp up the difficulty more slowly
- The max difficulty was not bad
- Feels odd to fire the laser and the guns at the same time
- The enemy variety was good.
- The look and the background was good
- Maybe some control hints would be helpful

*Mason (student):*

- Likes the holding down to fire feature
- The game had all the basic features they expected
- Wasn't sure what to prioritize to avoid except the homing laser from the snipers was clear
- The controls felt masterable

*Esteban (student):*

- Bullets could be more obvious compared to the black background
- Died - so maybe make the lives more obvious when they are used up.. Add some invincibility time between lives.

*Trenton:*

- Shield and Dash are fun to use
- Too difficult to start out
- Movement felt a little off because of the deceleration aspect
- Enemies felt unique

### What Will I Change

- Visual clarity is important in this game. I want to change the player bullet sprite to be more visible so it's not a dark bullet on a black background. I will also change the enemy bullets to maybe be bigger or at least more clear.

-I will adjust the first level to ramp up slower and maybe include less enemies and act as more of a warm up to help the player learn the controls and how the game works. The current form is more of a showcase of the enemies I currently have and what the game can look like with them all used in a wave.

-I might separate the laser and guns so that only one can be used at a time. But I'm still not sure on that one.

-I would like to add some control hints since the game currently doesn't tell you how to play.