

Milestone 2 Playtesting

Trevor Caserio - *Polygon Pilots*

People that Playtested my Game:

Jordan:

- Liked the simple graphics and background
- Said the beginning could be a little more challenging
- Upgrades were fun but hard to not pick damage each time

Alex:

- Not clear when a life was used
- Enjoyed the feeling of getting more power between levels
- Movement was a little hard to pick up on the first play

Trent:

- Look of the game was good
- Didn't know what enemies to focus down first
- Wasn't sure the point of killing compared to surviving

Wes:

- Really loved the laser
- Wanted some kind of directional weapon/firing
- Wants more variety in the upgrades.
- Said the current upgrades feel rogue-like.

Skylar:

- Abilities were fun to unlock and felt rewarding
- Picked up the game really fast and played really well
- Wants more variety to offensive skills
- Sometimes hard to see the player's bullets

What Will I Change

-I am kinda happy with the difficulty at the moment. I don't think I'll make the game any harder to start with. I still need to add the later levels where it will be harder and more enemies on screen. The player will be put in a scenario where their upgrades really mattered in the end.

-Another comment was made about the player bullets being hard to see so I need to change that before the submission.

-I liked Wes's idea of a weapon that fires in any direction. Since all weapons only fire directly ahead, it's hard to get those enemies that sneak behind you. The scale of the game is small but Wes's rogue-like comment got me thinking of ways I could expand the game if I ever kept working on it beyond this semester.