

For this assignment, we conducted two playtests of our game. We noticed that overall both playtesters enjoyed the game and wanted to play multiple times. Both of our playtesters picked up on how the amount of accepts, rejects, deflects was a bit much and it made the game really easy to win. There weren't a lot of opportunities for the player to end up losing all of their credibility (i.e lose the game). Also they noted that it was much funner to customize their accepts, rejects, and deflects rather than grabbing the QuikStart pack (a predefined package). Both of them really engage with all of the silly characters and one wished they were able to see more dialogue from these characters. We also learned that there was a big bug when the player got to the Shrimp Bar and was about to head back to the start. One of the characters the player gets to meet is a seagull. However there was an error which stopped the players from advancing in the game.

Our main takeaways was that we were on the right track and that people enjoyed playing the game. But we learned that we needed to revisit the logistics behind the win/lose conditions and how many elements we should allow the player to have. From there, we did trial and error for what was a good number in order for the player to either win or lose. We didn't want the win rate to be quite high and we wanted to make the game more challenging/more choice impacted. We also implemented changes to fix the seagull story bug and ensure that objects that the player could obtain were obtainable (ex: making sure that you could actually give one character a snack box when the player is returning from their trip). Lastly we pluralized the amount of dialogue resources in the game. Specifically we originally had the text: "1 Deflects" instead of "1 Deflect(s)".