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New Obstacle QA

QA questions for an iteration of Sherpa Life.

Did the game make sense?

Yeah

Was the movement system balanced?

It felt pretty good overall, but too many avalanches

Did the avalanche feel unfair? If it did, how so?

There were a bit too many, other than that it was a cool mechanic

How would you change the avalanche?

Make it occur less often, possibly have it come about on a regular interval making for more strategy instead of rng

Was discovering items fun?

Yeah, but I want particle effects or explosions

Is there anything that you think should be added or changed?

Just the avalanche piece, maybe some unique interactions with other players, like pushing them down the mountain *very realistic I swear*

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New Obstacle QA

QA questions for an iteration of Sherpa Life.

Did the game make sense?

hell yeah

Was the movement system balanced?

yeah

Did the avalanche feel unfair? If it did, how so?

i want to avalanch to be on a set and controllable interval

How would you change the avalanche?

i would attatch it to a timer

Was discovering items fun?

oh yes

Is there anything that you think should be added or changed?

I want DLC and purchasable objective card packs

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New Obstacle QA

QA questions for an iteration of Sherpa Life.

Did the game make sense?

Yes

Was the movement system balanced?

No, there were several times where, even though I was in the lead up until then, I was at the disadvantage because I had to guess where as my opponent could just pick the correct one.

Did the avalanche feel unfair? If it did, how so?

The avalanche seemed fair, though the probability of it happening was too high. I like the idea of there being a countdown for when it will happen.

How would you change the avalanche?

Give it a countdown instead of probability or make the chances of it happening lower.

Was discovering items fun?

Yes

Is there anything that you think should be added or changed?

There needs to be more variants of items, it will help with the movement balance.

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New Obstacle QA

QA questions for an iteration of Sherpa Life.

Did the game make sense?

Yes

Was the movement system balanced?

Yes

Did the avalanche feel unfair? If it did, how so?

When we were on the 'start' tile, it didn't do anything to that player's piece

How would you change the avalanche?

Have it always move a character at least 1 space away

Was discovering items fun?

Yes

Is there anything that you think should be added or changed?

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New Obstacle QA

QA questions for an iteration of Sherpa Life.

Did the game make sense?

Yes.

Was the movement system balanced?

As balanced as luck can be.

Did the avalanche feel unfair? If it did, how so?

Avalanche felt very fair, as it could benefit both players. It also isn't crazy punishing sometimes, so I don't feel like RAGE QUITTING.

How would you change the avalanche?

Perhaps if a player falls from the top ledge they lose a turn? Since falling from the start there is basically useless.

Was discovering items fun?

Yes. The 50/50 chance on the second floor got intense.

Is there anything that you think should be added or changed?

Larger map.

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