

SpeedThugs

Playtest



Testers

- D.R. from H. (casual)
- O.R. from H. (casual)
- A.M. from W. (experienced)
- M.K. from R. (experienced, car connaisseur)

Playtesting Organization

- On Xbox 360; Dolby Digital 5.1; HDTV / PAL
- 2x Single player
- 2x Two Player Mode and Single Player
- No comments nor instructions

- Of course:
 - Food and beverages (lots of them)

Positives

- Idea
- Simplicity (menu, gameplay)
- Gamepad vibrations
- Feeling of speed

Negative

- Skybox in Track 0 (oval)
- Steering
- Lots of bugs („you have broken the game“)
 - Steering
 - Shadow Map
 - Camera

Possible Improvements

- AI (1 Player is boring)
- Texture
- Minimap
- Weapon
- Ranking in „2 Player Mode“
- Pit stop
- More cars (model, behaviour), tracks, sound, ...

Possible Improvements

- Speed bumpers (like in F-Zero, Mario Kart)
- Recharge areas
- Anticipation of curves

Conclusion

- The game needs work
 - Bugfixes
 - Content
- Most of the negative points as expected
- Many improvements listed in the schedule and not completed due to time

Future Changes

- Basically everything proposed by the testers

We thank all testers



Debriefing

Technical Difficulties

- Getting started needs much time
- Modeling was harder than expected
- Estimate time needed for a specific part
- Shader programming and models

Next Game Project

- More detailed planning (engine, graphics, ...)
- More time for modelling

Success???

- First playable version was the biggest success
- Project is partly a success
 - But we did not meet all expectations (Weapon, AI)
- We are not unhappy

Improvements of Course

- Biggest Question:

What is inside a game?

- Example of existing games
- Tricks they are using
 - Model complexity, shaders, ...
 - Physics, AI, ...

XNA Framework

- Good and solid framework
- Seems a bit slow (subjective)
- Some things missing:
 - Basic Physics Library
 - Shader examples



Questions